Subject: counter strike?
Posted by Anonymous on Thu, 30 Jan 2003 06:41:00 GMT
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quote:Originally posted by General Havoc:OMG really? I made the map C&C_DM_IceWorld.mix in December because my clan friend (Travis Bickel) said it was an excellent Counterstrike map. I made the terrain in RenX then added walls, trees and powerups. It is currently in PKG format and needs 1 bug fixing. If you wnt me to finish it post your replys here. I'll updload some screenies soon of us testing it.It is a really simple map and i have to say i think my version made looks better than the CS one in terms of visuals. I never thought twice about releasing it but now that you have asked i will.Screenhot of build 0100a
http://www.n00bstories.com/image.view.php?id=1404493904 This screenshot is of build 0100a it is missing the lighting and a pickups are not final on it. The trees and rocks were added to make it more playable in renegade rather than designed for counterstrike. Let me know what you think and if things should be changed if you have played the CS version.Laser2150, is this the level you was refering to from CS?Yea, thats good ol Iceworld.