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Subject: Map-Making Concept - Merged level W3ds  
Posted by [Veyrdite](#) on Thu, 24 Apr 2008 04:02:50 GMT  
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When I first started playing with LE, I discovered you can make two levels into one by creating both their meshes. This simple concept I eventually gave up because normally I would have to delete sections of terrain for it to work, and that makes LE sad. A few days ago I started work on it again and so became partially successful this time around.

The map attached is the simple concept of a Single-Player level for GDI. As you'd expect as with everything I release it's incomplete.

The only part that is properly scripted is the bunker nearest to the GDI start, in which you need to C4 the radar.

Also note that all enemies are Not-Targetable, and that's on purpose.

Todo:

- Setup buggy to shoot at you when it spots you
- Make a simple HUD skin
- Add bots to lower base of map (Near OB)
- Get lighting working!
- Fix the nod turrets at lower base
- Get some text to appear in message box for objectives
- Place more Powerups
- Fix up some collision and apparel problems at lower base
- Add more sound effects

EDIT: Have I won the smallest map (file size) of the year award?

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### File Attachments

1) [C&C\\_ER.rar](#), downloaded 145 times

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