Subject: [maps] CityX-Series - City2 and City3
Posted by DL60 on Fri, 08 Aug 2008 06:49:16 GMT
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So I'm finally done with this - It took me while to make a new version especially when I don't have so much time for things like this but I got some helpers^^

The CityX-Series is a mappackage which contains four new maps which will be also included in the TT-patch:
    -C&C_City2   v1.2
    -C&C_City2_flying   v1.2
    -C&C_City2_extended   v1.0
    -C&C_City3   v1.0

  # City2 & City2_flying

City2 is map like Westwoods original City-Map. The graphics and the gameplay are like the original. The important change from 1.1 to 1.2 is the VIS system.

  # City2_extended

As the name says there are some additional things in this map:

    -Tiberiumsilos
    -Helipads
    -Recon-Bike, TOW-HumVee, Rotable MRLS
    -Flaraks

  # City3

This a small infantry-only map. Each base consists of barracks/hon, powerplant and refinery. Every base has one main entrance for the harvester and two tunnel entrances. The harvesters respawn at their refinery unloadstation after destruction.

Download
http://deathlink.ut-ccr.de/maps/CnCCityXSeries.zip

Subject: Re: [Release] CityX-Series
Posted by _SSnipe_ on Fri, 08 Aug 2008 06:58:05 GMT
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AWESOME!! ADD TO TT PATCH!

Subject: Re: [Release] CityX-Series
Posted by a000clown on Fri, 08 Aug 2008 08:57:23 GMT
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Sounds great so far, I'll probably test it later today

Subject: Re: [Release] CityX-Series
Posted by Wiener on Fri, 08 Aug 2008 10:16:31 GMT
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THX alot.. great maps. we played them in internal cw's and really enjoyed them

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Subject: Re: [Release] CityX-Series
Posted by ErroR on Fri, 08 Aug 2008 10:30:38 GMT
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I love u!
if only i wasn't so lasy and unpatatient and led all my projects to the end

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Subject: Re: [Release] CityX-Series
Posted by Slave on Fri, 08 Aug 2008 11:48:58 GMT
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This topic is relevant to my interests. Nice work.

I couldn't help but to notice that there's very little to none environmental audio on the maps.
Adding some could contribute greatly to the general mood of the maps. Or was it done
intentional?

Subject: Re: [Release] CityX-Series
Posted by DL60 on Fri, 08 Aug 2008 14:41:48 GMT
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A bit intentional but also a bit oblivion.

I want to create these maps like Westwood would do. The original city map din't have much env
sounds. Not even wind in the tunnels.   In the first moment I tought about adding more env
sounds but because of the fact I mentioned I put this question away for later.   Yea and later I
completly forgot about this.