
Subject: ***NEW MAP*** im working on
Posted by [Anonymous](#) on Tue, 23 Apr 2002 21:21:00 GMT
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alright i have been reading a lot latly and have decided that i want to try to make a map (my first time ever in any game) so i went to the page with the tutorial and got going after about 3 hours total i have a very very early version of it done (just the basic idea, so dont yell at me saying it sucks or u dont understand it) its not done yet and because its my first map it might not look real pretty but im not going for that im going for fun and strategy anyway im going to need help with this because unlike all the other maps where u are giving your own nice little refinery so u can get lots of money with out really earning that money, there will be only ONE refinery in this map it will be behind the bases and only men will be able to get behind there no tanks (maybe buggies, havnt decided yet) and the main point of my map will be to get back there and take control of the refinery so your team can get money this is where i need help does anyone have any ideas on how to make it so u are in control of something and the money goes to your team well here are pictures of it from way above in the sky <http://www.angelfire.com/tv/serious/renegade.html> as u can tell this map is HUGE and should be a lot of fun once done so if u think u can help me please either e mail me or post here (or both) and i really hope we can make this map a possibility i posted this in the mod forum and not many people said anything i was just wondering what u people think of the whole one refinery thing i think it would add a whole new layer of strategy to renegade and i know the map is too big, ignore that and just comment on the idea of one refinery thanks [April 23, 2002: Message edited by: grant]

Subject: ***NEW MAP*** im working on
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bump to the top before i go to bed i hope i get some good comments by tom. well goodnight

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sounds cool, dont know how to do it but a cool idea make for fun games and lonerger ones

Subject: ***NEW MAP*** im working on
Posted by [Anonymous](#) on Wed, 24 Apr 2002 06:53:00 GMT
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doesn't look to bad

Subject: ***NEW MAP*** im working on

Posted by [Anonymous](#) on Wed, 24 Apr 2002 09:03:00 GMT

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bumpi want people to comment about this idea please

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Posted by [Anonymous](#) on Wed, 24 Apr 2002 09:29:00 GMT

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Not bad, could use some interesting objects on the terrain. Where does the harvester harvest?

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Posted by [Anonymous](#) on Wed, 24 Apr 2002 09:42:00 GMT

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oh yea i am planing to have all sorts of things out there and even a platform that goes almost all away around the level for snipers and for a way to get around with out tanks seeing uas for what it mines tiberium (dont know how to spell that sorry)there will be a refinery and a hav. behind a wall and a 2 story building in the middle of the wall for defending the ref.and i will put those guns u can control on top of the buildingand i will probably put pt's in the buildingbut thats after i get everything else workingthe whole point is to get half your guys defending the ref. while the other half fight and try to destroy the enemy base[April 24, 2002: Message edited by: grant]

Subject: ***NEW MAP*** im working on

Posted by [Anonymous](#) on Wed, 24 Apr 2002 17:01:00 GMT

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get it done in a week hurry what are you standing around for hurry up lol

Subject: ***NEW MAP*** im working on

Posted by [Anonymous](#) on Wed, 24 Apr 2002 17:27:00 GMT

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i wish i couldi bet i couldi know i couldits just that im stuck in loading it in renegade editor its giving me some bull about slow frame and it will not load so i cant do anything else with it untill i get help with that sorry
