Subject: Egypt Field
Posted by ReLoaDeD on Sat, 17 Oct 2009 10:03:37 GMT
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Egypt Field..

It does NOT change anything in other maps...

Preview's :


```
File Attachments
1) EgyptFieldSetup.exe, downloaded 250 times
```

Subject: Re: Egypt Field
Posted by Tupolev TU-95 Bear on Sat, 17 Oct 2009 10:22:23 GMT
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epic win

Subject: Re: Egypt Field
Posted by Good-One-Driver on Sat, 17 Oct 2009 15:43:16 GMT
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i love it alot i will definitly use it

thank you relax good work

Subject: Re: Egypt Field

Posted by _SSnipe_ on Sat, 17 Oct 2009 16:29:45 GMT
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Wow, I love this one.

Subject: Re: Egypt Field
Posted by ErroR on Sat, 17 Oct 2009 18:10:35 GMT
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sexy

Subject: Re: Egypt Field
Posted by Omar007 on Sat, 17 Oct 2009 18:48:44 GMT
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ErroR wrote on Sat, 17 October 2009 20:10sexy

Subject: Re: Egypt Field
Posted by Altzan on Sat, 17 Oct 2009 21:20:49 GMT
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The whole "river in the middle of a desert" is really weird.
But I love this anyway, the textures are excellent. Great work!

Subject: Re: Egypt Field
Posted by gnoepower on Sat, 17 Oct 2009 21:46:33 GMT
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Altzan wrote on Sat, 17 October 2009 16:20The whole "river in the middle of a desert" is really weird.
But I love this anyway, the textures are excellent. Great work!
Whats weird about that?
I mean the only reason why people were living in Egypt was because of the river that goes through Egypt.
The trees are something you should fix though, I mean loaf trees in a desert, atleast make palm trees of those.
Also the barn makes me thing of those white/black houses in Germany and Switzerland I don't know how they are called at the moment. You could change those textures to stones.

Besides that, the map is awesome like the most of your other work.

Subject: Re: Egypt Field
Posted by liquidv2 on Sat, 17 Oct 2009 22:34:07 GMT
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i expect Pharotek to play in the tunnels at all times
nice

Subject: Re: Egypt Field
Posted by wubwub on Sat, 17 Oct 2009 23:06:51 GMT
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Altzan wrote on Sat, 17 October 2009 22:20The whole "river in the middle of a desert" is really
weird.
But I love this anyway, the textures are excellent. Great work!
Its teh nile!!

Subject: Re: Egypt Field
Posted by kill on Sun, 18 Oct 2009 00:07:07 GMT
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sweet

Subject: Re: Egypt Field
Posted by Altzan on Mon, 19 Oct 2009 06:38:33 GMT
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Lol, I know deserts have rivers, but the image still puts me off for some reason.
That's just me though so no worries

Subject: Re: Egypt Field
Posted by samous on Mon, 02 Nov 2009 02:02:14 GMT
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Gee, maybe it's the WATERFALL! that makes it look odd to be a desert... but good work, a LOT
better then I could ever do I'd say.

Subject: Re: Egypt Field
Posted by ErroR on Tue, 03 Nov 2009 11:52:27 GMT
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change the water with sand, so it's quick sand!

Subject: Re: Egypt Field
Posted by Gen_Blacky on Wed, 04 Nov 2009 18:38:24 GMT

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fix the agt but that means redoing the hex edit work. When you hex edit look at the mesh names attached to that texture. I had the same problem.

Subject: Re: Egypt Field
Posted by Silverlight on Wed, 04 Nov 2009 21:16:46 GMT

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Nice one, I like it.