Subject: teh mapz
Posted by **renalpha** on Thu, 15 Nov 2012 20:00:02 GMT
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yo building a new map

left sides is for vehicles. think about to include apc and buggy's only.

middle side is forest infantry battle

any thoughts?

Subject: Re: teh mapz
Posted by **renalpha** on Thu, 15 Nov 2012 20:24:30 GMT
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texture done.. now adding some b2b blockers

Subject: Re: teh mapz
Posted by **renalpha** on Thu, 15 Nov 2012 21:58:33 GMT
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leveledit added props

Subject: Re: teh mapz
Posted by **zunnie** on Thu, 15 Nov 2012 22:10:26 GMT
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Nice doesn't look bad at all

Subject: Re: teh mapz
Posted by **renalpha** on Thu, 15 Nov 2012 22:16:34 GMT
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added waypoints. generating sectors right now. then im ready for testing. if that all goes well im done and ready for a release.
Note: This is a map done in 2 hours maybe 3 when it is done so expect bugs

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Thanks Zunnie

Subject: Re: teh mapz
Posted by renalpha on Thu, 15 Nov 2012 22:47:14 GMT
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Aaaand it's done.

```
File Attachments
1) C&C_Ardennen.rar, downloaded 152 times
```

Subject: Re: teh mapz
Posted by Aircraftkiller on Thu, 15 Nov 2012 23:10:54 GMT
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This already exists, it's called Hourglass and it's terrible

Why did you remake it

Subject: Re: teh mapz
Posted by Canadacdn on Thu, 15 Nov 2012 23:11:14 GMT
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It looks okay, but a bit too similar in shape to C&C_Hourglass imo.

Subject: Re: teh mapz
Posted by renalpha on Thu, 15 Nov 2012 23:38:01 GMT
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i know. but this map is much much smaller. Just try it out.