Subject: Silent Night...
Posted by Fabian on Sun, 04 May 2003 22:25:52 GMT
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I'm finding that, due to school mainly, I have less and less time to mod renegade. For this reason, I at first decided to scrap C&C_Silent_Night (pics posted earlier) alltogether. However, I thought it would be nice if someone took it over instead. The only catch is that in the readme you have to add the line "Original concept and design by SEAL (Matt Fabian)"

If you feel that you would like to complete this map, say so here, and i will pick one person to send the gmax file and all needed textures .

Subject: Silent Night...
Posted by maytridy on Sun, 04 May 2003 22:30:23 GMT
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This map is pretty sweet, i've been alpha testing it. If i had the time, i'd finish it, i would like to see it released...........

Subject: Silent Night...
Posted by Fabian on Sun, 04 May 2003 22:31:09 GMT
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btw, just to give you an idea of how much is completed...
http://www.crypticwarning.com/matt/completed.JPG

Subject: Silent Night...
Posted by spreegem on Sun, 04 May 2003 23:31:35 GMT
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   LOOKS GREAT I WOULD REALLY LOVE TO PLAY IN THAT MAP SOMEONE PLEASE HELP THE GUY

Subject: Silent Night...
Posted by General Havoc on Sun, 04 May 2003 23:44:32 GMT
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Sure, I'd love to take on the map if it's okay with you. I know i haven't released a map before but that is due to the lack of my RenX skills. From that picture I can see that most of the terrain mesh has been done, which is what I struggle the most with. I can texture it and add the rest of the base and also do all of the Level Edit stuff. I will do a good job of it if you want me to take on the map.

_General Havoc

Subject: Silent Night...
Posted by Fabian on Mon, 05 May 2003 02:30:57 GMT
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its pretty much done, but i need someone with good renx skills.

like when i put in the bases, i need to be able to alter the terrain to prevent base to base, or the obelisk hitting you when your no where near it.

if you remain my only option, you obviously get it though

Subject: Silent Night...
Posted by General Havoc on Mon, 05 May 2003 08:30:09 GMT
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Well I should be able to do that, I can use RenX it's just i'm not that good when desigining a map from the start but i can alter the terrain if it's already there.

_General Havoc

Subject: Silent Night...
Posted by Deafwasp on Mon, 05 May 2003 18:43:59 GMT
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I will take it, and give you full credit.

I could have it out in a day.

I also will release about 3 oher maps by me soon.

Subject: Silent Night...
Posted by Deafwasp on Mon, 05 May 2003 22:24:33 GMT
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I am looking at this map and it is excellent. I have to do a bit of work to get it finished but will be done soon. I unfortunatly will have to remove several places with ladders because ladders work teh suXXors in MP. but I will try to retain the sweetness of the map.

Subject: Silent Night...
Posted by Beanyhead on Fri, 09 May 2003 02:18:06 GMT
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SEALbtw, just to give you an idea of how much is completed...
http://www.crypticwarning.com/matt/completed.JPG

Dead link