

A map edit I made for entertainment

Posted by VooDoo - 26 Apr 2011 19:30

Well, as the map "anticamper" is played an AWFUL lot on the server, its gotten quite boring, so I decided to re-textureize it and give it a new look...

I CALL IT "AntiCamper_Dust_Retex", you can view it here:

steamcommunity.com/id/UWLPancakes/screen...63203084/?tab=public

im hoping that it could be uploaded to the server along with my other map 😊, but no rush...

-MAP UPDATED NOW!

www.mediafire.com/?6h1krld6ftaw9e8

😊
))

=====

Re: A map edit I made for entertainment

Posted by Supa - 26 Apr 2011 20:13

I love it. Still the same map but it atleast looks slightly diffrend and i like the dust textures 😊

Uhm something else. Yea sorry I notice things but you got the full red T skins and full blue ct skins. There mostly used to see stealth.

=====

Re: A map edit I made for entertainment

Posted by VooDoo - 26 Apr 2011 20:19

oh, yea about the skins, they are only to help me distinguish what team the players are from a long

distance, if a player is invisible they turn to default skins, I can upload an image to prove that if you do not trust me 🤔

=====

Re: A map edit I made for entertainment

Posted by Pooky - 26 Apr 2011 21:01

Very nice work, i have one request for you.

The wall in the middle, could you reduce it to a hight, that your head would stick out above it ? Might seem a small diff, but it changes the map tactic quite a lot!

Cheers

=====

Re: A map edit I made for entertainment

Posted by VooDoo - 26 Apr 2011 21:16

Pooky wrote:

Very nice work, i have one request for you.

The wall in the middle, could you reduce it to a hight, that your head would stick out above it ? Might seem a small diff, but it changes the map tactic quite a lot!

Cheers

Okay, will do Pooky, if there's any other changes you would like please tell me before tomorrow (im going to decompile it and send it to you tomorrow) 🤔

Edit i have reduced the hight of the centre, the player height is 64, i have recuded it to 50, that should make it shootable over too 🤔

=====

Re: A map edit I made for entertainment

Posted by Liquid Snake - 26 Apr 2011 21:37

wow, man nice job 😊
Really like it gives the map a complete new vibe and tactic 😊

=====

Re: A map edit I made for entertainment

Posted by Boblike - 27 Apr 2011 08:13

i rlly missed the old design of the map (low hight in the mid), but i definitivly look up to to the new textures!

=====

Re: A map edit I made for entertainment

Posted by Mr.Moo - 27 Apr 2011 08:16

Nice job!

Look forward to testing this =]

=====

Re: A map edit I made for entertainment

Posted by TheBlackWaltz - 27 Apr 2011 11:49

Dont suppose you could fix the corners 😊
to stop cornering

=====

Re: A map edit I made for entertainment

Posted by M3ntoz - 27 Apr 2011 12:25

TheBlackWaltz wrote:

Dont suppose you could fix the corners 😊
to stop cornering

thats already fixed on our current anticamper map.

=====