WCS MAP IDEA'S

Posted by Pooky - 03 Jan 2011 18:10

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If you've got map idea's post the names & Download links here !!

Wcs Admin Team

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Re: WCS MAP IDEA'S

Posted by Supa - 27 May 2011 16:38

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That sucks to be overloaded with work. But Colin to the rescue .. you sure he won't give you more work?

Nah, it's always nice if you get some help

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Re: WCS MAP IDEA'S

Posted by masteraviv13 - 09 Jul 2011 12:24

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found another nice map!

cs_olympic

and found a nice picture for it also

mvg

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Re: WCS MAP IDEA'S

Posted by Chifilly - 09 Jul 2011 21:40

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Oh gosh I remember cs_olypic! Can't remember what server it was on, but it was on another WCS server and it was EPIC!

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Re: WCS MAP IDEA'S

Posted by mrcrosssss - 11 Jul 2011 06:06

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I love fy_buzzkill maps and this one is my favorite and I hope every one will like it.

www.gamebanana.com/maps/44828/   -fy_buzzkill2007_b20

sorry don't know how to add link 😡

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Re: WCS MAP IDEA'S

Posted by Scathe - 11 Jul 2011 10:31

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www.gamebanana.com/maps/10809   Here is a remake of a classic map from cs 1.6 which was sa_treetops for those that remember.

Used to like this as being one of the only scouting maps i used to enjoy. Although the remake looks quite dark... which is not good for me being colour blind. I'd still like to give it a go! or maybe someone has the skills to brighten it so its in daytime instead of an end of day lighting.

The link is above for those that want to have a look. Only a suggestion so let me know what you think...

Scathe

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Re: WCS MAP IDEA'S
Posted by Liquid Snake - 11 Jul 2011 10:52

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hmm seems fun scathe although scouting maps arnt my favorite i might be able to decompile it and see if i can make it lighter providing there isnt any additional protection on it 😛

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Re: WCS MAP IDEA'S
Posted by reacT - 15 Jul 2011 15:27

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Hey guys been told to post here, I recently obtained permission from VooDoo to remake aim_snowak47, so here it is; I would like criticism also from those who have played the original

www.zshare.net/download/92645747a14db48c/

Also i have a map i made some time ago;

aim_boxes, same scenario, if you like it I wouldn't mind seeing in server (hopefully depending on what everyone thinks)

link:

www.zshare.net/download/9264580380de0058/

well guys,

lemme know what you think.

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Re: WCS MAP IDEA'S
Posted by Liquid Snake - 15 Jul 2011 16:27

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reacT wrote:

Hey guys been told to post here, I recently obtained permission from VooDoo to remake aim_snowak47, so here it is; I would like criticism also from those who have played the original

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well guys,

lemme know what you think.

havnt tested them yet but will do soon but from personal experience aim maps get boring after a short while you guys should be working more on de_ maps i know they are harder to make but they will stick around alot longer

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Re: WCS MAP IDEA'S
Posted by reacT - 15 Jul 2011 18:13

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Yeah I know what you mean, well i'll start working on a decent de_map but would like input from the regulars on the wcs server, since alot of people feel the map rotation gets a bit stale

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Re: WCS MAP IDEA'S
Posted by Liquid Snake - 15 Jul 2011 18:39

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that is true well ill take a look at them once im done with making this vid showcasing my css weapon skins and put it on youtube and will post some feedback

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