
Subject: Cutfile Loadscreen fixes

Posted by [Anonymous](#) on Thu, 20 Feb 2003 19:26:00 GMT

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I have been working on getting the tunnels put into the map. Here's a few preview shots of what will be in the final version of DMC. This map will be released in two separate versions I will release the .pkg format mod with the new vehicles first. Then i will release the .mix {no rules modifications} version for use on any server that wants to throw it in the map cycle. The .mix version will be submitted to westwood for....hopefully....if they choose to.....an official laddered match map. Here's a few clickable links to screen shots of progress on the final version of DMC: [The rope bridge](#) [Inside the tunnel from canyon to GDI base](#) [Outside view of the tunnel on GDI side](#) [GDI tunnel entrance from canyon end](#) [Nod tunnel entrance from canyon](#) [Outside view of tunnel entrance from nod side](#) [Top view of the whole map with tunnel entrances circled](#) I will add more screen shots as i get things done. Eric. [February 20, 2003, 19:32: Message edited by: SGT.May]
