
Subject: Re: Jonwil's Leveledit patch
Posted by [rrutk](#) on Tue, 17 Feb 2009 01:04:07 GMT
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ok, understood.

then make only for those level designers categories, who made a lot of good stuff?

well, e.g. it was for ME a lot of work too, to find all maps made by ACK.

so, either the user will have a lot of work or the hoster

I would like to have a directory full of really good maps, but i dont want to download 400 maps and check eath of them, if they are a POS or a good one.

to make the first step:

ACK maps:

C&C_Bunkers.mix | Version 2.0
C&C_Basin.mix | Version 1.2
C&C_BasinTS.mix | Version 2.0
C&C_Beach.mix | Version 1.0
C&C_City_Flying_Exp.mix | Version 1.2
C&C_Country_Meadow.mix | Version 2.0
C&C_CYTeamDM | Version 1.0
C&C_DMCenter.mix | Version 1.0
C&C_DMCenterTS.mix | Version 2.0
C&C_DMConYard | Version 1.1
C&C_Eglin_AFB.mix | Version 1.0
C&C_Flight_Deck.mix | Version 1.0
C&C_Forest_Trail.mix | Version 1.0
C&C_Glacier.mix | Version 1.1
C&C_GlacierTS.mix | Version 2.0
C&C_Golf_Course.mix | Version 1.0
C&C_Land.mix | Version 1.0
C&C_Mars.mix | Version 1.0
C&C_MedicalLevel | Version 1.1
C&C Metro | Version 1.0
C&C MetroTS | Version 2.1
C&C_Metropolis.mix | Version 1.0
C&C_Mines.mix | Version 1.3
C&C_MinesTS.mix | Version 2.1
C&C_River_Canyon.mix | Version 1.0
C&C_River_Raid.mix | Version 1.0
C&C_River_RaidTS.mix | Version 2.0

