
Subject: C&C_Marsh_BETA2

Posted by [Sanada78](#) on Sun, 06 Feb 2005 02:54:34 GMT

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I've decided to fix up this map a bit. The mine bug had to be fixed since it's a pain. I'm hoping everything will work ok now and the mine bug should be fixed. I've also added a few minor changes, manly graphical stuff.

http://www.fanmaps.net/downloads/renegade/maps/C&C_Marsh_BETA2.zip

Thanks to Zunnie for hosting.

If the mine bug still persists, please let me know here. You'll only notice in while playing online too.

Subject: C&C_Marsh_BETA2

Posted by [idebo](#) on Sun, 06 Feb 2005 10:36:44 GMT

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Allright! I've been waiting for udates, I love this map.

Subject: C&C_Marsh_BETA2

Posted by [Spice](#) on Sun, 06 Feb 2005 17:27:55 GMT

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I like your style of map making. I never really though about doing it how you did.

Subject: C&C_Marsh_BETA2

Posted by [glyde51](#) on Sun, 06 Feb 2005 17:40:30 GMT

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Hosting in progress, please stand by.

Hosted: <http://www.trielite.net/download/pafiledb.php?action=download&id=101>

Subject: C&C_Marsh_BETA2

Posted by [Sanada78](#) on Sun, 06 Feb 2005 19:54:25 GMT

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I forgot to mention that if you don't use the installation file I made, you must delete C&C_Marsh_BETA.mix if you have it installed. The installation file does this anyway, but if you don't want to use it, then you must manually delete it. It just causes a conflict that may screw

things up.

Also, thanks for the extra hosting and comments.

Subject: C&C_Marsh_BETA2
Posted by [revenue](#) on Mon, 07 Feb 2005 11:46:13 GMT
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http://maps.darev.co.uk/C&C_Marsh_BETA2.zip

Subject: C&C_Marsh_BETA2
Posted by [Alkaline](#) on Fri, 11 Feb 2005 02:02:46 GMT
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Sanda, when do you think you will have a final version ready?
Also can I throw this map into a mappack? 6B should be coming out soon.

Subject: C&C_Marsh_BETA2
Posted by [Alkaline](#) on Fri, 11 Feb 2005 02:12:35 GMT
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btw, can you remake Oasis_Flying.mix? That was a good map but people complained about fps issues and thier it also had that wierd floating mine problem.

Subject: C&C_Marsh_BETA2
Posted by [Sanada78](#) on Fri, 11 Feb 2005 03:56:12 GMT
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I would've had the final version out in the first release but I had a problem with mod tools. All it needs now is the different building interior presets set. Last time I did it, it all worked fine a dandy but then the database corrupted sending an hour or so of boring preset temping down the drain. I pretty much gave up with it then with the frustration.

I could try again but it'll probably happen again. The mod tools are just full of annoying shitty bugs. I might just give it one last try though.

As for Oasis_Flying, it was my first map, so it's crappy and has lots of bugs. I don't know if I can be bothered to fix it to be honest. I released the source files for it so someone can fix it up if they really want to.

EDIT: Don't mind if you pout it in a mappack.

Subject: C&C_Marsh_BETA2
Posted by [Alkaline](#) on Mon, 14 Feb 2005 07:23:14 GMT
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Hey Oasis flying is great!
It has bugs, many performance...

maybe you could revamp it a bit, and take some tunnels out, make it a little smaller...

heck what do I know, easier said than done.

But anyway gj on the map(s).

Subject: C&C_Marsh_BETA2
Posted by [Alkaline](#) on Fri, 18 Feb 2005 19:41:30 GMT
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strange bug...
when gdi kills all of nods buildings, the game does not over... gdi has to kill all the buildings and then ion the ped to win.

*yes, the silo and the repair pad were also destroyed)

Subject: C&C_Marsh_BETA2
Posted by [Sanada78](#) on Fri, 18 Feb 2005 22:17:30 GMT
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That is strange.

I have no idea what would be causing it to be honest. I've noticed that the stupid mine bug is still there too. There's also some other problem where you FPS suffers from pausing and usually stops until one of any building is destroyed. Could be the repair script causing this but I don't know.

You could just remove it from the rotation if it's too buggy. Adding custom content seems to be worse because it never seems to work right. :rolleyes:

Only way I could fix it would be to remove all custom scripts etc, but then things wouldn't work like the Repair Pad and ConYard building repair. If that won't fix it then screw it.

Subject: C&C_Marsh_BETA2
Posted by [Slash0x](#) on Sat, 19 Feb 2005 03:12:42 GMT
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Alkalinestrange bug...

when gdi kills all of nods buildings, the game does not over... gdi has to kill all the buildings and then ion the ped to win.

*yes, the silo and the repair pad were also destroyed)

Right after this, did you test the other way around? Perhaps your setting isn't right...
