
Subject: Mod Map NiGht kicks ass
Posted by [Anonymous](#) on Sat, 09 Nov 2002 06:54:00 GMT
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mod map night is the greatest thing since sliced bread, ive been there every saturday me and 3 of my friends, we will never miss one unless were dead. so we'll see u all tonight at 7, will metro mess up your fds?? what about conquest island??

Subject: Mod Map NiGht kicks ass
Posted by [Anonymous](#) on Sat, 09 Nov 2002 07:28:00 GMT
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I'll do the testing in a few hours. I'll let you guys posted, Conquest Island WILL be on if it doesn't mess up the FDS.Metro on the other hand is so darn laggy that I feel that I should take it off. I get about 2 fps on that map, and its not worth having to wait 30 minutes for it to be over with.

Subject: Mod Map NiGht kicks ass
Posted by [Anonymous](#) on Sat, 09 Nov 2002 07:31:00 GMT
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We would like your help with Mod Map Night:Theres a few things you can do to help us out.1. Put this in your sig:[;url=http://mmn.cnchq.com]Mod Map Night 0wnz j00![:/url]Please REMOVE the ;2. Post the news on some forums, we always need more people. Our goal is to get a FULL 32 player server.3. Keep us informed, suggestions, comments... We are planning a Mod Map Night chat at 1 PM Eastern at irc.elite-irc.net #cnchqcom.

Subject: Mod Map NiGht kicks ass
Posted by [Anonymous](#) on Sat, 09 Nov 2002 07:35:00 GMT
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is this good signature for u beanyi love mod map night ill post every day on every forum even the dutch forum lol,, i love mmn,, ill tell everyone on westwood, we will have a 32 player game i no we will, me and 4 of my friends are goin.. I LOVE MMN, DID I MENTION I LOVE MMN, BEANY U DA MAN [November 09, 2002, 07:41: Message edited by: shawzi]

Subject: Mod Map NiGht kicks ass
Posted by [Anonymous](#) on Sat, 09 Nov 2002 07:39:00 GMT
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seems to be messed up

Subject: Mod Map NiGht kicks ass
Posted by [Anonymous](#) on Sat, 09 Nov 2002 07:41:00 GMT
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quote:Originally posted by shawzi:is this good signature for u beanyi love mod map night ill post every day on every forum even the dutch forum lol,, i love mmn,, ill tell everyone on westwood, we will have a 32 player game i no we will, me and 4 of my friends are goin.. I LOVE MMN, DID I MENTION I LOVE MMN, BEANY U DA MAN

Subject: Mod Map NiGht kicks ass
Posted by [Anonymous](#) on Sat, 09 Nov 2002 07:43:00 GMT
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will it be 7 or 7:30?

Subject: Mod Map NiGht kicks ass
Posted by [Anonymous](#) on Sat, 09 Nov 2002 07:45:00 GMT
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It will be at 7 PM EasternSorry, but Conquest Islands won't be on there. It locks up the FDS. VERY sorry

Subject: Mod Map NiGht kicks ass
Posted by [Anonymous](#) on Sat, 09 Nov 2002 07:48:00 GMT
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THATS ALL RIGHT mmn still owns joo!!, i added topics to every forum what is your westwood nick name, do u have msn messenger?? [November 09, 2002, 07:49: Message edited by: shawzi]

Subject: Mod Map NiGht kicks ass
Posted by [Anonymous](#) on Sat, 09 Nov 2002 07:55:00 GMT
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WOL: Beanyhead MSN: Beanyhead2002@hotmail.com

Subject: Mod Map NiGht kicks ass
Posted by [Anonymous](#) on Sat, 09 Nov 2002 08:56:00 GMT
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quote:2. Post the news on some forums, we always need more people. Our goal is to get a FULL

32 player server.Err. I meant on other forums you are suscribed to. I like to make the announcement on these forums.

Subject: Mod Map NiGht kicks ass

Posted by [Anonymous](#) on Sat, 09 Nov 2002 09:01:00 GMT

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Ugh, I was almost positive it worked. We even used FDS during the beta test. Hmmm, I guess I should look into this more. I am trying to remember if I changed any geometry from the beta that worked on FDS. I think all I did was fix some lighting errors and the ocean, just some graphics stuff. I'm going to see if an FDS server can use the beta to host the public version, and if it works I could perhaps hand it out to servers. I'll look into it.

Subject: Mod Map NiGht kicks ass

Posted by [Anonymous](#) on Sat, 09 Nov 2002 09:03:00 GMT

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Ok thanks a bunch Rhino, I would love to have your map in the cycle.

Subject: Mod Map NiGht kicks ass

Posted by [Anonymous](#) on Sat, 09 Nov 2002 09:23:00 GMT

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Hey Beanyhead, try it again. It seems to be working for me. I joined my own FDS game and I'm standing inside the comm center now. Or does it crash later? Thanks.EDIT: And three people joined the game while I was typing the above, and it still worked (aside from the lag my computer was able to produce.) [November 09, 2002, 09:26: Message edited by: SomeRhino]

Subject: Mod Map NiGht kicks ass

Posted by [Anonymous](#) on Sat, 09 Nov 2002 09:54:00 GMT

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It crashes when it goes from the end of that game to another map.

Subject: Mod Map NiGht kicks ass

Posted by [Anonymous](#) on Sat, 09 Nov 2002 10:14:00 GMT

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I have no idea then. I think Steve Tall is the only one who would know what's causing this problem with the FDS.

Subject: Mod Map NiGht kicks ass
Posted by [Anonymous](#) on Sat, 09 Nov 2002 10:21:00 GMT
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Some other maps are like that too. Bunkers, Beach, etc.

Subject: Mod Map NiGht kicks ass
Posted by [Anonymous](#) on Sat, 09 Nov 2002 19:46:00 GMT
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well i stayed in as long as i could... i think 15min A NEW RECORD then my comp gave up cause my fps was sooo low... it was fun while it lasted

Subject: Mod Map NiGht kicks ass
Posted by [Anonymous](#) on Sun, 10 Nov 2002 01:15:00 GMT
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I just updated my sig Blets see if it worked LOL

Subject: Mod Map NiGht kicks ass
Posted by [Anonymous](#) on Sun, 10 Nov 2002 01:16:00 GMT
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Goody it works LOL (Flood Control)

Subject: Mod Map NiGht kicks ass
Posted by [Anonymous](#) on Mon, 11 Nov 2002 10:03:00 GMT
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I give it.. The Havocman Stamp of...Fragging..

Subject: Mod Map NiGht kicks ass
Posted by [Anonymous](#) on Mon, 11 Nov 2002 11:41:00 GMT
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quote:Originally posted by SomeRhino:Ugh, I was almost positive it worked. We even used FDS during the beta test. Hmmm, I guess I should look into this more. I am trying to remember if I changed any geometry from the beta that worked on FDS. I think all I did was fix some lighting errors and the ocean, just some graphics stuff. I'm going to see if an FDS server can use the beta to host the public version, and if it works I could perhaps hand it out to servers. I'll look into it.Add VIS to the map. I've recently applied the VIS "technology" to Antarctica and Sean Battle, and it

runs a lot smoothly on FDS.If you wish, you can count me on any help, but don't forget the VIS Gods here - StoneRook and YSLMuffins

Subject: Mod Map NiGht kicks ass

Posted by [Anonymous](#) on Mon, 11 Nov 2002 17:42:00 GMT

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It was a bit laggy for me though, I played that Carnige (sp?) deathmatch map on a server today and it felt like I had no lag at all, where on it my computer kept crashing due to 1 to 3 FPS that I got on it.Don't get me wrong, it was still fun as hell. Exp, on the DMCenter Map. That was so **** fun!Since I can't see a server to post this on, and I'm not gonna make a new one. I figured out how to fix the Recon bikes Spinning out =D!!! You just lower the suspension from .55 to at least .40 (or was it .30).... YAY [November 11, 2002, 17:44: Message edited by: generalfox]
