
Subject: Dear Dante and to all....

Posted by [Anonymous](#) on Mon, 25 Nov 2002 14:05:00 GMT

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This weekend I was over at my friends house(he has a really great comp but AOL is so extremely slow), and we were going to get some maps. We tried country meadows at first, but that was going to take hours. We tried some of CnChq's maps, too long on his 56k. We (in desperation) went to grab maps at your site. We got some of your AI's, and I must say, that is the bst 16 hours straight of renegade I've ever had. If you haven't played any on Dante's AI maps, then do so immediately. I clap for you Dante, and thank you for making the files smaller, and making the best F'n AI out there!Dante.wv-unleashed.com orwww.Dante.havocide.comThanks for not making me play Pong all weekend!

Subject: Dear Dante and to all....

Posted by [Anonymous](#) on Mon, 25 Nov 2002 14:19:00 GMT

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blushes, anything i can do for the community expect more to come when i become "less" busy

Subject: Dear Dante and to all....

Posted by [Anonymous](#) on Mon, 25 Nov 2002 19:42:00 GMT

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Yeah - there fun --i have Dante's Field ai map on my servers fds rotation --funny to see them engies come at you with the red beam of death,,,

Subject: Dear Dante and to all....

Posted by [Anonymous](#) on Tue, 26 Nov 2002 05:17:00 GMT

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Dante's AI maps are great, but Complex_AI is a *little* in favor of GDI GDI's defenses tear up all Nod vehicles in seconds, while Nod's turrets can't kill a regular soldier I now only play as Nod on that map

Subject: Dear Dante and to all....

Posted by [Anonymous](#) on Tue, 26 Nov 2002 23:40:00 GMT

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as i said in the download description, i recommend teaming up on LAN, and playing as Nod for some fun assault...
