
Subject: Core patch 2 map Snow
Posted by [Goztow](#) on Tue, 14 Mar 2006 10:31:43 GMT
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The Core Patch 2 - map Snow has several bugs in it. Some GDI Purchase terminals don't work and the NOD vehicles stay on the red part of the airstrip.

Will this problem be solved? i now have the CP1-version of Snow in my rotation but this makes my gamelog turn off for no reason on this map.

So my question: can this map be remade (it should be very small changes) and posted here, plz, so I can get it back to how it needs to be. I like Snow and it would be a pity that we need to take it out of the rotation for this reason.

Thanks in advance.

Subject: Re: Core patch 2 map Snow
Posted by [RTsa](#) on Tue, 14 Mar 2006 17:23:21 GMT
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I think Snow was redone from scratch by Reborn for CP2. Perhaps he forgot to add the vehicle paths in there. If that's the case it should be pretty easy to fix.

Subject: Re: Core patch 2 map Snow
Posted by [Alexraptor](#) on Tue, 14 Mar 2006 22:48:10 GMT
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i also want to ask something about Snow, how come the units in snow arent made standard on all maps? i love the MRLS with rotating turret and the extra detail on the Med tank.

Subject: Re: Core patch 2 map Snow
Posted by [Ma1kel](#) on Wed, 15 Mar 2006 12:21:11 GMT
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Aircraftkiller, the creator of the map changed the MRLS's and Medium Tank's W3D file to the W3D file with the MRLS and Medium Tank W3D you see in the map now.

Subject: Re: Core patch 2 map Snow
Posted by [reborn](#) on Thu, 16 Mar 2006 13:10:40 GMT
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Those issues where from an older version of the "re-make". Maybe JohnWill used that instead, or

perhaps I uploaded the wrong one to him. Either way i will send the right one to him soon.

Subject: Re: Core patch 2 map Snow

Posted by [jonwil](#) on Fri, 17 Mar 2006 03:46:48 GMT

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ok, I will need to investigate how best to disseminate this fixed map to people (assuming the one being shipped with CP2 is wrong).

It should be possible to add code to RenGuard to say "if CRC32 of C&C_SNOW.MIX = bad map crc, download fixed map" but I dont know if thats the best option

Subject: Re: Core patch 2 map Snow

Posted by [Goztow](#) on Fri, 17 Mar 2006 07:33:07 GMT

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Ummm the one u sent me made all players (also the one with snow) leave. :-S

Subject: Re: Core patch 2 map Snow

Posted by [danpaul88](#) on Fri, 17 Mar 2006 13:34:51 GMT

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Goztow wrote on Fri, 17 March 2006 07:33Ummm the one u sent me made all players (also the one with snow) leave. :-S

I suspect because the serv has the fixed version, and everyone else has the buggy version.... maybe...
