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Subject: Original C&C\_City\_Flying  
Posted by [Anonymous](#) on Sun, 29 Dec 2002 10:12:00 GMT  
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hello does someone got the level from above in a .lvl file so i can import my models in that map i have finished my models now but i want them in city flying

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Subject: Original C&C\_City\_Flying  
Posted by [Anonymous](#) on Sun, 29 Dec 2002 11:25:00 GMT  
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I have no idea. And to save some trouble, they are not in the multiplayer level pack from WS FTP site. Only City is there, not City Flying. As for your problem, maybe someone has it, but I haven't seen it yet. Sorry.

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Subject: Original C&C\_City\_Flying  
Posted by [Anonymous](#) on Sun, 29 Dec 2002 11:39:00 GMT  
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I,m not sure but...Open the level editor, then under the terrain tab select multiplayer maps, then select C&C\_Map\_City 0325f.

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Subject: Original C&C\_City\_Flying  
Posted by [Anonymous](#) on Sun, 29 Dec 2002 13:24:00 GMT  
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hey slayer thnx manit works i didn't knew that you could choose the original maps. cool then i think there are some new maps coming! for the people with renegade. [ December 29, 2002, 13:25: Message edited by: Therazor ]

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Subject: Original C&C\_City\_Flying  
Posted by [Anonymous](#) on Sun, 29 Dec 2002 17:43:00 GMT  
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new maps dont consist of old maps with new stuff added.

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Subject: Original C&C\_City\_Flying  
Posted by [Anonymous](#) on Mon, 30 Dec 2002 04:05:00 GMT  
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hehe, i remember when i made my first mod what had a unique mapping type on it, u might have heard of it or even played it before; its called C&C\_rings

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Subject: Original C&C\_City\_Flying  
Posted by [Anonymous](#) on Mon, 30 Dec 2002 10:43:00 GMT  
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the old city in C&C City flying are all gone now i got my own stuff in it and all the buildings are gone.so it are my maps now nothing of it is original anymore i used only that map because that one is good for using with flying vehicles.everything original is out of the map

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