Subject: Mod Map Night, tonight.
Posted by Anonymous on Sat, 11 Jan 2003 08:05:00 GMT
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Once AGAIN, CnC HQ.com will be hosting Mod Map Night. Saturdays @ 7 PM Eastern.Here's some stats...The Following Maps WILL be in the Playlist:~ C&C_HON_CTF.mix~ C&C_Carnage-Club_Xtreme.mix~ C&C_Eglin_AFB.mix~ C&C_DMCenter.mix~ C&C_Caverns.mix~ C&C_Lunar_Landing.mix~ C&C_Hangmans_Canyon.mix~ C&C_Secretbase.mixYou can download all of these maps at:http://www.cnchq.comNow, for the server stats:~> Host Name: cnchqcom9~> # Of Players: About 32 or so FAQ:Q: How Do I get my map into the list?A: E-mail me webmaster@cnchq.comQ: How many people do you usually get?A: Since we are the only server, that has a Mod Map Night every saturday with so many players. Our server is usually packed. Get there early Q: What can I do to help you out, Its a really good idea...A: Tell as many people as you can. We want to keep growing. If he have a GREAT connection, anything that can host more then 28 players, you can e-mail me, webmaster@cnchq.com.Q: Why at 7 PM Eastern?A: We can't have a time thats perfect for everyone, but this time is when most people are on.Q: How long is the server up?A: Until there is 0 players in it.Special Thanks to...~ DOM_TreyD, for hosting the server for us.~ Dante, Blazer, & Crimson For BlazeRegulate~ Aircraftkiller, Falconxl, Skint, and the rest of the map makers!~ All My forum Members ~ All the visitors to CnC HQ.com, Anyone that has ever been in the server. [January 11, 2003, 10:37: Message edited by: Beanyhead]

Subject: Mod Map Night, tonight.
Posted by Anonymous on Sat, 11 Jan 2003 10:34:00 GMT
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If this server becomes full like we expect it to, I will be hosting another dedicated 12 player server for you guys.The Following Maps WILL be in the Playlist:~ C&C_Carnage-Club_Xtreme.mix~ C&C_Eglin_AFB.mix~ C&C_DMCenter.mix~ C&C_Caverns.mix~ C&C_Lunar_Landing.mix~ C&C_Hangmans_Canyon.mix~ C&C_Secretbase.mixYou can download all of these maps at:http://www.cnchq.comNow, for the server stats:~> Host Name: cnchqcom9~> # Of Players: About 32 or so FAQ:Q: How Do I get my map into the list?A: E-mail me Russell_Ziegler@hotmail.comQ: How many people do you usually get?A: Depends, for all I know, the server may not even be needed. Q: What can I do to help you out, Its a really good idea...A: Tell as many people as you can. We want to keep growing. If you have a GREAT connection, anything that can host more then 28 players, you can e-mail BeanyHead, webmaster@cnchq.com.Q: How long is the server up?A: Until the primary server shuts down and there are less than 3 players on each team.Special Thanks to...~ Dante, Blazer, & Crimson For BlazeRegulate~ Aircraftkiller, Falconxl, Skint, and the rest of the map makers!

Subject: Mod Map Night, tonight.
Posted by Anonymous on Sat, 11 Jan 2003 11:42:00 GMT
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lol, sounds good

Subject: Mod Map Night, tonight.
Posted by Anonymous on Sat, 11 Jan 2003 14:53:00 GMT
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We are less than 1 hour away!

Subject: Mod Map Night, tonight.
Posted by Anonymous on Sat, 11 Jan 2003 15:53:00 GMT
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i have a fully skinned level edit file that i would like someone to set up all the buildings, waypoints etc. you would get half credit: (i.e. C&C_TiberRiver, by matt fabian and _____). for pics, goto www.crypticwarning.com/matt/, if you're interested, i can email you the file.

Subject: Mod Map Night, tonight.
Posted by Anonymous on Sat, 11 Jan 2003 19:43:00 GMT
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If nobody else wants to, I might give it a try.

Subject: Mod Map Night, tonight.
Posted by Anonymous on Sun, 12 Jan 2003 08:08:00 GMT
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(type in the link without the comma, sorry)blazer im sending you the file.

Subject: Mod Map Night, tonight.
Posted by Anonymous on Sun, 12 Jan 2003 09:24:00 GMT
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...whats your email?

Subject: Mod Map Night, tonight.
Posted by Anonymous on Sun, 12 Jan 2003 13:04:00 GMT
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check your mail man. thanks!

Subject: Mod Map Night, tonight.

Posted by Anonymous on Sun, 12 Jan 2003 13:13:00 GMT
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daamn!! the file is too large! anyone know a way i can get it to him?

Subject: Mod Map Night, tonight.
Posted by Anonymous on Sun, 12 Jan 2003 17:12:00 GMT
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maybe through MSN or AIM if both of you have it..

Subject: Mod Map Night, tonight.
Posted by Anonymous on Sun, 12 Jan 2003 19:03:00 GMT
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nvm, i didnt get an error message this time cause i sent it as a zip file.Laser2150, if you got the
file, please say so... you should definetly have it by now!

Subject: Mod Map Night, tonight.
Posted by Anonymous on Sun, 12 Jan 2003 21:52:00 GMT
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If lazer does not respond, feel free to contact me on AIM or MSN, ZieglerDigital or
ZieglerDigital@hotmail.com and I will finish it off for you.

Subject: Mod Map Night, tonight.
Posted by Anonymous on Mon, 13 Jan 2003 00:35:00 GMT
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well, if you did all the skinning and modeling, i can do everything else, if blazer doesn't want to do
it.. mail me it at Metal_Combot@yahoo.com

Subject: Mod Map Night, tonight.
Posted by Anonymous on Mon, 13 Jan 2003 15:37:00 GMT
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check mail, and YOU'D better respond, cause this is getting annoying

Subject: Mod Map Night, tonight.

Posted by Anonymous on Mon, 13 Jan 2003 18:19:00 GMT
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Laser** Sorry about that...Your map is almost complete, I need you to send me the custom textures you sent me though, they don't exist in Renegade as it is, and if I am gonna make it a mix for you, I will need them.

Subject: Mod Map Night, tonight.
Posted by Anonymous on Mon, 13 Jan 2003 19:04:00 GMT
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which are missing? if its the building near the meteor crash site, download the textures from ACK's biolab. im pretty sure nothing else is custom texture... post back soonACKS biolab::http://www.cncrenegade.info/modules.php?name=Downloads&d_op=getit&lid=253