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Subject: CTF\_Fissure should be soon

Posted by [Anonymous](#) on Sun, 12 Jan 2003 21:02:00 GMT

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Using Dante's scripts, I've tested it out... Ends the level when the flags are captured five times. I'm going to up them to ten captures, then do the VIS generation again. After which, I will release the map.

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Subject: CTF\_Fissure should be soon

Posted by [Anonymous](#) on Sun, 12 Jan 2003 21:48:00 GMT

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I have almost completely forgotten what fissure looks like. Could you post a link to the screenshots?

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Subject: CTF\_Fissure should be soon

Posted by [Anonymous](#) on Sun, 12 Jan 2003 21:56:00 GMT

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Search through Renegade Realm for it.

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