
Subject: C&C_Temple_DM.mix..... Complete!!!
Posted by [Anonymous](#) on Sat, 25 Jan 2003 10:04:00 GMT
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Its Finally Finished!! This death match is based in a section of the single player Temple of Nod, GDI starting from the top and Nod a few floors downIncludes 20 extra characters!, powerful music composed by Liberi Fatali (really sets the atmosphere), new Temple of Nod purchase terminal, random basic weapons spawns, random health spawns, key card spawners near Nod spawn points that grant access to weapons, ammo and health supplies, beacons disabled, Level 1 Key card Purchaseable, 6 credits a second!, dummy Nod gun emplacement.Extra characters include the ship captain and his first mate, female servant, babushka, GDI Mutant!!, GDI tech & Nod labtech (loaded with C4), EVA!, + many many more! i was going to put petrova in place of mendoza as you can see him in the level not in very good shape mind, but that will come in version 2.0 when the PT icons are sorted out!A few bugs as described in the .txt file , but i have removed everything that could spoil the game. It's highly likely ill do an update, thanks to Dantes and Neosabers help (you'll get credit in version 2) I'm working on PT icons for the characters and the level one keycard .Heres a few screen shots, At the moment sorting out uploading it to a server ill post a link here when it's done.
<http://www.n00bstories.com/image.fetch.php?id=1659597253>
<http://www.n00bstories.com/image.fetch.php?id=1431037012>
<http://www.n00bstories.com/image.fetch.php?id=1200292044>
<http://www.n00bstories.com/image.fetch.php?id=1521498870>
<http://www.n00bstories.com/image.fetch.php?id=1638583084>

Subject: C&C_Temple_DM.mix..... Complete!!!
Posted by [Anonymous](#) on Sat, 25 Jan 2003 10:54:00 GMT
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nifty, looks nice.

Subject: C&C_Temple_DM.mix..... Complete!!!
Posted by [Anonymous](#) on Sat, 25 Jan 2003 10:59:00 GMT
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Interesting lighting -- looks great...

Subject: C&C_Temple_DM.mix..... Complete!!!
Posted by [Anonymous](#) on Sat, 25 Jan 2003 11:05:00 GMT
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Most of the lighting is by the original creator. it's the single player Temple of Nod.

Subject: C&C_Temple_DM.mix..... Complete!!!

Posted by [Anonymous](#) on Sat, 25 Jan 2003 11:06:00 GMT

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NICE NICE NICE!

Subject: C&C_Temple_DM.mix..... Complete!!!

Posted by [Anonymous](#) on Sat, 25 Jan 2003 11:07:00 GMT

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how long till its up?

Subject: C&C_Temple_DM.mix..... Complete!!!

Posted by [Anonymous](#) on Sat, 25 Jan 2003 11:12:00 GMT

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quote:Originally posted by gavhill8k:how long till its up?Just had word with host, he say day at most He's waiting for the name of his web space to be changed.Apart from that i dont know. the update will rock!

Subject: C&C_Temple_DM.mix..... Complete!!!

Posted by [Anonymous](#) on Sat, 25 Jan 2003 11:35:00 GMT

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nice job bro, massive improvement on it since i last saw it.

Subject: C&C_Temple_DM.mix..... Complete!!!

Posted by [Anonymous](#) on Sat, 25 Jan 2003 11:54:00 GMT

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quote:Originally posted by snipefrag:nice job bro, massive improvement on it since i last saw it.You know you like the PT

Subject: C&C_Temple_DM.mix..... Complete!!!

Posted by [Anonymous](#) on Sat, 25 Jan 2003 13:21:00 GMT

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quote:Originally posted by phinal:Coming from the man who finishes Westwood's maps. After having to gain a reputation with them to actually be allowed to do that... Yeah, I suppose that was so easy. I suppose it was easy to get Glacier Flying into the patch and actually patch the map again myself...

Subject: C&C_Temple_DM.mix..... Complete!!!
Posted by [Anonymous](#) on Sat, 25 Jan 2003 13:28:00 GMT
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Yep and I suppose that great achievement marked your debut into Westwood employee status.

Subject: C&C_Temple_DM.mix..... Complete!!!
Posted by [Anonymous](#) on Sat, 25 Jan 2003 13:42:00 GMT
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quote: I suppose it was easy to get Glacier Flying into the patch and actually patch the map again myself... Aww is the poor baby having trouble patching things. What a shame. Next your gonna complain how you had to go back and fix your mistake of allowing people to fly off the map. Go make some more maps so I can laugh at you some more.

Subject: C&C_Temple_DM.mix..... Complete!!!
Posted by [Anonymous](#) on Sat, 25 Jan 2003 13:48:00 GMT
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quote: Aww is the poor baby having trouble patching things. What a shame. Next your gonna complain how you had to go back and fix your mistake of allowing people to fly off the map. Go make some more maps so I can laugh at you some more. I was gonna vote for you after that remark lol

Subject: C&C_Temple_DM.mix..... Complete!!!
Posted by [Anonymous](#) on Sat, 25 Jan 2003 14:10:00 GMT
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GJ Halo, sounds like a great improvement over the previous temple DM map that came out a long long time ago....

Subject: C&C_Temple_DM.mix..... Complete!!!
Posted by [Anonymous](#) on Sat, 25 Jan 2003 14:18:00 GMT
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quote: Originally posted by forsaken: GJ Halo, sounds like a great improvement over the previous temple DM map that came out a long long time ago.... Thanks, i don't think halo38 even existed back then lol, Ill be putting all the feed back i get into the update, everyone feel free to comment when it's uploaded.

Subject: C&C_Temple_DM.mix..... Complete!!!
Posted by [Anonymous](#) on Sat, 25 Jan 2003 14:25:00 GMT
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quote:Originally posted by phinal: quote: I suppose it was easy to get Glacier Flying into the patch and actually patch the map again myself... Aww is the poor baby having trouble patching things.What a shame.Next your gonna complain how you had to go back and fix your mistake of allowing people to fly off the map. Go make some more maps so I can laugh at you some more.Some people here aren't capable of understanding sarcasm. You, being one of them.

Subject: C&C_Temple_DM.mix..... Complete!!!
Posted by [Anonymous](#) on Sat, 25 Jan 2003 14:42:00 GMT
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quote: Some people here aren't capable of understanding sarcasm. You, being one of them. Good one ACK.Too bad it took you at least 30 minutes to come up with that.And go ahead and say you were busy if you look we see you posted other things in that time.But hey nobody ever said you were a fast one now did they?Now like I said Im bored so go make a map that I can laugh at.

Subject: C&C_Temple_DM.mix..... Complete!!!
Posted by [Anonymous](#) on Sat, 25 Jan 2003 14:48:00 GMT
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quote:Originally posted by phinal:Good one ACK.Too bad it took you at least 30 minutes to come up with that.And go ahead and say you were busy if you look we see you posted other things in that time.But hey nobody ever said you were a fast one now did they?Gee, maybe its BECAUSE he was making those other posts that it took him 30 minutes to get back to reply to your pitiful flame attempt? quote:[/qb]Now like I said Im bored so go make a map that I can laugh at.[/QB]Have you done anything better? It's quite obvious that no matter how good a map he made, you would diss it because you simply do not like him, so why should he even be bothered by your comments, when you just reveal your true motives.

Subject: C&C_Temple_DM.mix..... Complete!!!
Posted by [Anonymous](#) on Sat, 25 Jan 2003 14:55:00 GMT
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No true at all.I didnt mind beach.Bunkers also wasnt so bad.And nope I never did do anything better.But then again I dont act like Im gods gift when its comes to mapmaking in Renegade do I?And you instead of dealing with assholes like me should go finish BR this way more fun can be had by all when we play.

Subject: C&C_Temple_DM.mix..... Complete!!!

Posted by [Anonymous](#) on Sat, 25 Jan 2003 15:24:00 GMT

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FYI the guy who isn't in very good shape is Seth and not "mendoza". But I will check out the map ASAP.

Subject: C&C_Temple_DM.mix..... Complete!!!

Posted by [Anonymous](#) on Sat, 25 Jan 2003 15:29:00 GMT

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Hey its Mobius.

Subject: C&C_Temple_DM.mix..... Complete!!!

Posted by [Anonymous](#) on Sat, 25 Jan 2003 18:00:00 GMT

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hey it's slicer..

Subject: C&C_Temple_DM.mix..... Complete!!!

Posted by [Anonymous](#) on Sun, 26 Jan 2003 00:33:00 GMT

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Well, here we go again...Just so you know, someone already did a map of the level 11 interior.It's been done, and I don't see how hard it could have been to do it.It's not like you were even creating anything yourself there...

Subject: C&C_Temple_DM.mix..... Complete!!!

Posted by [Anonymous](#) on Sun, 26 Jan 2003 00:45:00 GMT

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Coming from the man who finishes Westwood's maps.

Subject: C&C_Temple_DM.mix..... Complete!!!

Posted by [Anonymous](#) on Sun, 26 Jan 2003 00:55:00 GMT

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quote:Originally posted by aircraftkiller2001:Well, here we go again...Just so you know, someone already did a map of the level 11 interior.It's been done, and I don't see how hard it could have been to do it.It's not like you were even creating anything yourself there...The PT with no prior knowledge of how to do it, this map has mainly been an learning experience for me using the level editor, as i can do most things in gmax as i have lots of experience in CAD. It was difficult

because of the bugs i found while doing it. ever heard of flame throwers disarming beacons, it's a first for me. they should go away if i start from scratch. And thanks for the congrats on me finishing my first map.....*tumbell weed blows by* thats what also made it hard. Good Luck with C&C Land looks interesting [January 25, 2003, 14:30: Message edited by: Halo38]

Subject: C&C_Temple_DM.mix..... Complete!!!
Posted by [Anonymous](#) on Sun, 26 Jan 2003 11:33:00 GMT
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"Just had word with host, he say day at most He's waiting for the name of his web space to be changed. Apart from that i dont know. the update will rock!" well tomorrow is today, so has he gotten his new name yet?

Subject: C&C_Temple_DM.mix..... Complete!!!
Posted by [Anonymous](#) on Sun, 26 Jan 2003 15:54:00 GMT
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WHERE OUR MAP.. ****inG LIER

Subject: C&C_Temple_DM.mix..... Complete!!!
Posted by [Anonymous](#) on Sun, 26 Jan 2003 15:55:00 GMT
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Calm down, he is looking for a host.

Subject: C&C_Temple_DM.mix..... Complete!!!
Posted by [Anonymous](#) on Mon, 27 Jan 2003 09:08:00 GMT
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quote:Originally posted by Havocman2:WHERE OUR MAP.. ****inG LIER i make a map and all i get is this... wtf (can see why ack is grumpy all the time, if his ratio of maps you make to the s**t you get for them is the same as mine)The host hasn't replied to me yet, i'm sorry i didnt reply yesterday as i HAD A VERY IMPORTANT EXAM TODAY!!!! SO I WAS REVISING YESTERDAY!!!! i also dont have a connection to the net in my room i have to travel half an hour to get to use the computers at uni. sorted! i'm still waiting..... take my C4 skin set if you desperatly want something!

Subject: C&C_Temple_DM.mix..... Complete!!!
Posted by [Anonymous](#) on Mon, 27 Jan 2003 09:18:00 GMT
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The instant it comes out, I am looking for it and downloading it.

Subject: C&C_Temple_DM.mix..... Complete!!!

Posted by [Anonymous](#) on Mon, 27 Jan 2003 09:25:00 GMT

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quote:Originally posted by Halo38: quote:Originally posted by Havocman2:WHERE OUR MAP..
****inG LIER i make a map and all i get is this... wtf (can see why ack is grumpy all the time,
if his ratio of maps you make to the s**t you get for them is the same as mine)The host hasn't
replied to me yet, i'm sorry i didnt reply yesterday as i HAD A VERY IMPORTANT EXAM
TODAY!!!! SO I WAS REVISING YESTERDAY!!!! i also dont have a connection to the net in my
room i have to travel half an hour to get to use the computers at uni. sorted!m still waiting.....
take my C4 skin set if you desperatly want something!yaay.. Nuke C-4..

Subject: C&C_Temple_DM.mix..... Complete!!!

Posted by [Anonymous](#) on Mon, 27 Jan 2003 09:26:00 GMT

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quote:Originally posted by LazrClawz:The instant it comes out, I am looking for it and downloading
it.As soon as i get the e-mail with the link, ill post it here.

Subject: C&C_Temple_DM.mix..... Complete!!!

Posted by [Anonymous](#) on Mon, 27 Jan 2003 09:31:00 GMT

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YES! When will it get to you? I have GOT TO HAVE IT

Subject: C&C_Temple_DM.mix..... Complete!!!

Posted by [Anonymous](#) on Mon, 27 Jan 2003 09:56:00 GMT

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quote:Originally posted by LazrClawz:YES! When will it get to you? I have GOT TO HAVE IT! dont
know, only the host can answer that, i just e-mailed him i'll post his response. I understand you
hate being kept in the dark, but my field of vision is as clouded as yours.

Subject: C&C_Temple_DM.mix..... Complete!!!

Posted by [Anonymous](#) on Mon, 27 Jan 2003 10:00:00 GMT

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quote:yaay.. Nuke C-4.. changes the 1st person, 3rd person AND the HUD display.(not many

skimmers do that one)

Subject: C&C_Temple_DM.mix..... Complete!!!
Posted by [Anonymous](#) on Mon, 27 Jan 2003 10:05:00 GMT
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!!Planetshaun just joined the Milk Bandits!!We are not worthy!!!!!!!!!!!!!!!!!!!!!! If that is really him. lol

Subject: C&C_Temple_DM.mix..... Complete!!!
Posted by [Anonymous](#) on Mon, 27 Jan 2003 10:05:00 GMT
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I'll put it on my small server, if you don't mind "when i can get it."

Subject: C&C_Temple_DM.mix..... Complete!!!
Posted by [Anonymous](#) on Mon, 27 Jan 2003 10:13:00 GMT
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quote:Originally posted by Laser2150:I'll put it on my small server, if you don't mind "when i can get it." It's only 5mb, problem is i'm at uni on computers, the disc the maps on is at my flat long wayyyyyy away. I said i'd let him host it as it gets 'Milk Bandits' more known, but if it isn't up tomorrow, I'll e-mail it to anyone that posts their e-mail here (i got a 60mb attachment limit here!) you have to be able to receive a minimum of 5mb on your account or it won't go through, I'll only try sending once.

Subject: C&C_Temple_DM.mix..... Complete!!!
Posted by [Anonymous](#) on Mon, 27 Jan 2003 10:20:00 GMT
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quote:Originally posted by Mobius:FYI the guy who isn't in very good shape is Seth and not "mendoza". But I will check out the map ASAP. Seth?, the guy i vaguely remember getting a bullet put through his head by Kane in the original TD? Was that ever incorporated into the renegade plot, I can't remember?
