Subject: C&C_Temple_DM.mix, Available For Download!
Posted by Anonymous on Mon, 27 Jan 2003 10:54:00 GMT
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http://thinkhardermb.no-ip.com/C&C_Temple_DM.zipYou see that link, you see that link, yes click it!!   Hosted by Thinkharder of Milk Bandits, Cheers Mate! [January 27, 2003, 10:56: Message edited by: Halo38]

Subject: C&C_Temple_DM.mix, Available For Download!
Posted by Anonymous on Mon, 27 Jan 2003 10:56:00 GMT
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This map OwNz download it you wont be disappointed.

Subject: C&C_Temple_DM.mix, Available For Download!
Posted by Anonymous on Mon, 27 Jan 2003 11:03:00 GMT
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I'll try ur map, m8   [January 27, 2003, 11:06: Message edited by: -=['RVH']=- 3D4Free]

Subject: C&C_Temple_DM.mix, Available For Download!
Posted by Anonymous on Mon, 27 Jan 2003 11:03:00 GMT
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This map OwNz download it right now !!!!!I mean this second !!!!!!!!!!!And while your at it join Milk Bandits!!!!!!!!!

Subject: C&C_Temple_DM.mix, Available For Download!
Posted by Anonymous on Mon, 27 Jan 2003 11:34:00 GMT
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Cheers all for downloading, if you could help with the update too by looking at the bugs post i just posted, I can make it near perfect (bug wise)PT Icons on the way!

Subject: C&C_Temple_DM.mix, Available For Download!
Posted by Anonymous on Mon, 27 Jan 2003 13:39:00 GMT
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"Cheers all for downloading, if you could help with the update too by looking at the bugs post i just posted, I can make it near perfect (bug wise)"Will do!

Subject: C&C_Temple_DM.mix, Available For Download!
Posted by Anonymous on Mon, 27 Jan 2003 14:16:00 GMT
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Ill D/l once i get on my good CPU, Halo, is it okay if i add it to my server list?

Subject: C&C_Temple_DM.mix, Available For Download!
Posted by Anonymous on Mon, 27 Jan 2003 15:02:00 GMT
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Nice map. All the extras should be fun to play with. The flamethrower bug you mentioned in the readme might be fixed by not including the .ini files in your .mix file. Then the map should rely on Renegade's normal settings and not make flamethrowers extra powerful.I also think you should get rid of the objects.ddb file in the next version. It's just 5MB of wasted space. [January 27, 2003, 15:03: Message edited by: NeoSaber]

Subject: C&C_Temple_DM.mix, Available For Download!
Posted by Anonymous on Mon, 27 Jan 2003 15:22:00 GMT
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No offence but that link is too slow... is it hosted on another server?

Subject: C&C_Temple_DM.mix, Available For Download!
Posted by Anonymous on Mon, 27 Jan 2003 15:39:00 GMT
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No way is it Slow.. THIS IS GONNA OWN!!

Subject: C&C_Temple_DM.mix, Available For Download!
Posted by Anonymous on Mon, 27 Jan 2003 15:42:00 GMT
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I am Halo's partner in crime and in his absense i will speak for him, it is ok for you to put it on your server. And at the moment there is no other people hosting it but if anyone wants to put it on there site feel free just make sure you contact one of us.Thx for the feedback i will make sure he gets it (he is at uni).Mine and his next project is the facility level in goldeneye we will try to make it similar to the original game.

Subject: C&C_Temple_DM.mix, Available For Download!
Posted by Anonymous on Mon, 27 Jan 2003 15:44:00 GMT

quote:Originally posted by Havocman2:No way is it Slow.. THIS IS GONNA OWN!!   **** right bro, Spread the word

Subject: C&C_Temple_DM.mix, Available For Download!
Posted by Anonymous on Mon, 27 Jan 2003 15:46:00 GMT

OMG D.A.M.N is censored.......

Subject: C&C_Temple_DM.mix, Available For Download!
Posted by Anonymous on Mon, 27 Jan 2003 17:21:00 GMT

"Mine and his next project is the facility level in goldeneye we will try to make it similar to the original game."The one where you arrive in stalls and go through the level from there, or in other words the second level?

Subject: C&C_Temple_DM.mix, Available For Download!
Posted by Anonymous on Mon, 27 Jan 2003 17:47:00 GMT

I'd rather have Surface used with possible Bunker as an attachment. that'd be fun =]

Subject: C&C_Temple_DM.mix, Available For Download!
Posted by Anonymous on Mon, 27 Jan 2003 18:39:00 GMT

yeah that outside area is where the cool scrin spaceship is i would like someone (maybe halo) to make a DM based off a bigger version of that scrin ship wreakage

Subject: C&C_Temple_DM.mix, Available For Download!
Posted by Anonymous on Mon, 27 Jan 2003 18:41:00 GMT

The reason that the download might be going a little slow is because NTL (my ISP) dont take kindly to thier webspace being swamped with over 70 downloads in less that an hour!!! They have probably slowed it down!You should be able to pull the file from the server at a speed of at least 120kb/s. If not then just wait longer its a great map and is only 4.85mb so it wont take long even on AOL   Thanks

Subject: C&C_Temple_DM.mix, Available For Download!
Posted by Anonymous on Mon, 27 Jan 2003 19:43:00 GMT
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major flaw in map! whenever you try to set it on fire, the monitor melts!

Subject: C&C_Temple_DM.mix, Available For Download!
Posted by Anonymous on Tue, 28 Jan 2003 02:08:00 GMT
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quote:Originally posted by Laser2150:Ill D/l once i get on my good CPU, Halo, is it okay if i add it to my server list?feel free, but keep an eye out here for the update (version2)

Subject: C&C_Temple_DM.mix, Available For Download!
Posted by Anonymous on Tue, 28 Jan 2003 02:11:00 GMT
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quote:Originally posted by NeoSaber:Nice map. All the extras should be fun to play with. The flamethrower bug you mentioned in the readme might be fixed by not including the .ini files in your .mix file. Then the map should rely on Renegade's normal settings and not make flamethrowers extra powerful.I also think you should get rid of the objects.ddb file in the next version. It's just 5MB of wasted space.yes, i think that bug went when i converted the .pkg to .mix, i'll look into objects.ddb, main problem is with the PT   cheers Neosaber

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Subject: C&C_Temple_DM.mix, Available For Download!
Posted by Anonymous on Tue, 28 Jan 2003 02:17:00 GMT
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quote:Originally posted by DeafWasp:major flaw in map! whenever you try to set it on fire, the monitor melts!I'm sorry i've been staring at this for 10 minutes, and still it makes no sense to me?

Subject: C&C_Temple_DM.mix, Available For Download!
Posted by Anonymous on Tue, 28 Jan 2003 06:57:00 GMT
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evertime I hold a lighter up to the screen, nothing happens, but a black smudge above the glass in plastic! I dont think you exported it right.

Subject: C&C_Temple_DM.mix, Available For Download!
Posted by Anonymous on Tue, 28 Jan 2003 07:49:00 GMT

quote:Originally posted by ThinkHarder:You should be able to pull the file from the server at a speed of at least 120kb/s.Uh, no, It's going at 5.5K/sec, but that just might be my 56k modem   [January 28, 2003, 07:52: Message edited by: NHJ BV]

Subject: C&C_Temple_DM.mix, Available For Download!
Posted by Anonymous on Tue, 28 Jan 2003 09:11:00 GMT

this map is pretty cool. But is still lame for one reason, its just a WS building turned into a MP map by a fan modder

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Subject: C&C_Temple_DM.mix, Available For Download!
Posted by Anonymous on Tue, 28 Jan 2003 14:14:00 GMT

"Uh, no, It's going at 5.5K/sec, but that just might be my 56k mode"Mine did go at 120kb/s but decreaed till it got to 80kb/s

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Subject: C&C_Temple_DM.mix, Available For Download!
Posted by Anonymous on Wed, 29 Jan 2003 13:55:00 GMT

Halo38 Exsposed   Me Day and J had a go on your match we had a snipers only game, Hint : If your planning on Having a sniper game on this map its very handy to get your team mates to carry repair guns this way you have more advantage of winning, another thing is GDI do have PTs there where you Spawn took my a while to figure it out i had to ask chett he didnt even know lol but the PTs are boxes where you spawn. Another thing i found out is where GDI spawn there are walls you can shoot the walls down and collect some extra Items.... LOL

Subject: C&C_Temple_DM.mix, Available For Download!
Posted by Anonymous on Wed, 29 Jan 2003 14:00:00 GMT

LOL i did know sjezk i MSN'ed where they were to you, i just had momentary amnesia, but it is pretty obvious when you point at them it says "purchase terminal" [January 29, 2003, 14:01: Message edited by: snipefrag]

Subject: C&C_Temple_DM.mix, Available For Download!

Posted by Anonymous on Wed, 29 Jan 2003 14:47:00 GMT
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o... so you did but most people wont know about the walls you have to shoot i didnt at first

---

Subject: C&C_Temple_DM.mix, Available For Download!
Posted by Anonymous on Thu, 30 Jan 2003 00:12:00 GMT
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"this map is pretty cool. But is still lame for one reason, its just a WS building turned into a MP map by a fan modder"Well thats all Aircraftkill does, and no one complains, well I guess they do sometimes which makes this post pretty pointless but...Well its another map for you to enjoy isent it, its a fun map to run around making a bloddy mess everywhere so its good if you ask me!