
Subject: C&C_Tiberium_pit needs map testers
Posted by [Anonymous](#) on Wed, 19 Feb 2003 22:55:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

my map is complete had some problems with the beacons being far away from the base so i made a lil something special its a half DM half cnc mode (something totally different from other maps) Should be some interesting strategy to this map Optimizing it tonight then converting to .mix Leave a reply and ill post up the d-load link for it if anyone wants to host the map at there site let me know

Subject: C&C_Tiberium_pit needs map testers
Posted by [Anonymous](#) on Thu, 20 Feb 2003 06:36:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'd be happy to beta test it and post it

Subject: C&C_Tiberium_pit needs map testers
Posted by [Anonymous](#) on Thu, 20 Feb 2003 07:17:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I would like to test it. [February 20, 2003, 07:17: Message edited by: Tiberc]

Subject: C&C_Tiberium_pit needs map testers
Posted by [Anonymous](#) on Thu, 20 Feb 2003 07:29:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

tell us more and post screens soon

Subject: C&C_Tiberium_pit needs map testers
Posted by [Anonymous](#) on Thu, 20 Feb 2003 10:22:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I am Available for any testing.

Subject: C&C_Tiberium_pit needs map testers
Posted by [Anonymous](#) on Thu, 20 Feb 2003 11:14:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'll test for ya.

Subject: C&C_Tiberium_pit needs map testers
Posted by [Anonymous](#) on Thu, 20 Feb 2003 16:31:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

me too

Subject: C&C_Tiberium_pit needs map testers
Posted by [Anonymous](#) on Fri, 21 Feb 2003 02:16:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

allright guys It's .mix file now after some problems jhust gonna optimize and im straight!!beanyhead how would you like to recieve the .zip so u can host?also i can run a server but only for about 8 people smoothly.....can anyone get a 16+ server running my map smoothly?

Subject: C&C_Tiberium_pit needs map testers
Posted by [Anonymous](#) on Fri, 21 Feb 2003 13:38:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I am avaiable for testing.

Subject: C&C_Tiberium_pit needs map testers
Posted by [Anonymous](#) on Fri, 21 Feb 2003 13:41:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

beany i want to send you the .zip PM me your email so i can get the .zip to ya!

Subject: C&C_Tiberium_pit needs map testers
Posted by [Anonymous](#) on Fri, 21 Feb 2003 14:01:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Beany is usually on AIM all the time try sending it to him form there

Subject: C&C_Tiberium_pit needs map testers
Posted by [Anonymous](#) on Fri, 21 Feb 2003 20:50:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

cnchq will host this map once beany gets a chance to put it up

Subject: C&C_Tiberium_pit needs map testers

Posted by [Anonymous](#) on Sat, 22 Feb 2003 10:50:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

sounds good

Subject: C&C_Tiberium_pit needs map testers

Posted by [Anonymous](#) on Sat, 22 Feb 2003 15:35:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

we can map test now that it has a host to d-load from.
<http://www.renmaps.com/index.cfm?s=author&a=Titan1x77> we just need someone to host a server for 12 or more players...if anyone can host a server please leave a reply letting us now when so we can testi can host a server up to 8 players so if anyone wants to give it a go let me know here ...i'll check back often

Subject: C&C_Tiberium_pit needs map testers

Posted by [Anonymous](#) on Sat, 22 Feb 2003 15:53:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

well ill be on WOL so just give me a page(Titan1x77)and ill start up a server so we can test
