Subject: C&C_Temple_DM v2.0 @ CnC Source
Posted by Anonymous on Thu, 20 Feb 2003 11:28:00 GMT
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At last it's finally uploaded. I've had a few problems getting it to the host but all is ok now head over to CnC source get it hot off the press!http://www.cnc-source.com/files/pafiledb.php?action=file&id=127Update Includes:PT icons for all extra characters, ALL Nod characters purchased come with green & red keycards. PT animation bug fixed, PT health bug fixed, GDI Pt layout changed, GDI moved to spawn infront of their PTs, GDI PTs ARE the crates, single remote C4 purchaseable includes Pt icon, new refill Pt icon (on original 1/2 the equipment isn't used), petrova replaces mendoza (Pt icons included). GDI Tech and Nod Lab Tech limited to 4 remote C4 and given standard repair gun. Ion Cannon & Nuclear strike beacon spawners added. All mutant character armour removed, ambient sounds added, Back packs repalce mystery crates as ammo power up. added shelving for security cards. sand bags have lots more health, ww unused uplink power up (dummy), and more.This may be included in MMN's line up, so get downloading!This Owns.   [February 20, 2003, 12:54: Message edited by: Halo38]

Subject: C&C_Temple_DM v2.0 @ CnC Source
Posted by Anonymous on Thu, 20 Feb 2003 16:36:00 GMT
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Cool, to bad though I liked having 8 c4 in my arsenal when i was lab guy

Subject: C&C_Temple_DM v2.0 @ CnC Source
Posted by Anonymous on Thu, 20 Feb 2003 18:39:00 GMT
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what is that Green Glowing thing at the bottom of the silo...?

Subject: C&C_Temple_DM v2.0 @ CnC Source
Posted by Anonymous on Fri, 21 Feb 2003 03:10:00 GMT
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quote:Originally posted by forsaken:Cool, to bad though I liked having 8 c4 in my arsenal when i was lab guy   Made them tooo powerful (was 9 C4 actually!), sorry they had to go, you can have a max of 5 now though (if you purchase) [February 21, 2003, 03:13: Message edited by: Halo38]

Subject: C&C_Temple_DM v2.0 @ CnC Source
Posted by Anonymous on Fri, 21 Feb 2003 03:11:00 GMT
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quote:Originally posted by Havocman2:what is that Green Glowing thing at the bottom of the silo...? got a sniper rifle? zoom in

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Subject: C&C_Temple_DM v2.0 @ CnC Source
Posted by Anonymous on Fri, 21 Feb 2003 08:37:00 GMT
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we can get down there.. it's a brain. flashy thing.. what is it?do the jump trick to get down there.. [February 21, 2003, 08:38: Message edited by: Havocman2]

Subject: C&C_Temple_DM v2.0 @ CnC Source
Posted by Anonymous on Fri, 21 Feb 2003 11:39:00 GMT
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this maps the ownage.DL it please

Subject: C&C_Temple_DM v2.0 @ CnC Source
Posted by Anonymous on Mon, 24 Feb 2003 06:41:00 GMT
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quote:Originally posted by Havocman2:we can get down there.. it's a brain. flashy thing.. what is it?do the jump trick to get down there..It's a secret power up that was never used i found a way of making it appear in the game but not collectable.If you ever played perfect dark, think of it as the pieces of cheese you can find if you look hard enough on the maps.and wouldn't do the jump trick to get down there if i were you......

Subject: C&C_Temple_DM v2.0 @ CnC Source
Posted by Anonymous on Mon, 24 Feb 2003 14:32:00 GMT
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quote:Originally posted by Halo38: quote:Originally posted by Havocman2:we can get down there.. it's a brain. flashy thing.. what is it?do the jump trick to get down there..It's a secret power up that was never used i found a way of making it appear in the game but not collectable.If you ever played perfect dark, think of it as the pieces of cheese you can find if you look hard enough on the maps.and wouldn't do the jump trick to get down there if i were you......   used tiberain mutants and when we are done we whould c'4 our selfs or have someone kill us..I can never find those stupid peaices of Cheese..

Subject: C&C_Temple_DM v2.0 @ CnC Source
Posted by Anonymous on Wed, 26 Feb 2003 02:59:00 GMT

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quote:Originally posted by Havocman2: quote:Originally posted by Halo38: quote:Originally posted by Havocman2:we can get down there.. it's a brain. flashy thing.. what is it?do the jump trick to get down there..It's a secret power up that was never used i found a way of making it appear in the game but not collectable.If you ever played perfect dark, think of it as the pieces of cheese you can find if you look hard enough on the maps.and wouldn't do the jump trick to get down there if i were you...... used tiberain mutants and when we are done we whould c'4 our selfs or have someone kill us..I can never find those stupid peaices of Cheese..Ahhhhhhhhhh!! the only thing i didn't think of!!!! is this played online often (I havent the opertunity to check)

Subject: C&C_Temple_DM v2.0 @ CnC Source
Posted by Anonymous on Wed, 26 Feb 2003 14:21:00 GMT

if you make another version will you include new powerups?

Subject: C&C_Temple_DM v2.0 @ CnC Source
Posted by Anonymous on Thu, 27 Feb 2003 11:32:00 GMT

quote:Originally posted by forsaken:if you make another version will you include new powerups?sector has it too nowhttp://www.cnc-sector.com/?page=downloads/download&info=BUVNuwkxmIbcgEnPUTI cant make different powewr-ups just mods of current ones the brain is the neurolink power up not used by ww. And this version is the final i'm affraid (v2.0)but hint hint my new map C&C_Bio_Flying will have a few nice simalar features

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