Subject: Map Names (C&C_...)
Posted by Anonymous on Mon, 24 Feb 2003 14:35:00 GMT
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yep for dm that is right.for regular game just c&c_xxxany dif game mode is c&c_xx_xxx

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Subject: Map Names (C&C_...)
Posted by Anonymous on Tue, 25 Feb 2003 00:55:00 GMT
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What is the standard name layout for maps, such as "C&C_DM_xxx"

Subject: Map Names (C&C_...)
Posted by Anonymous on Tue, 25 Feb 2003 10:08:00 GMT
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Yeah we agreed a while back to name Deathcmatch levels in the "C&C_DM_######.mix" format to keep the DM maps uniform. Also i would have thought Capture The Flag maps should be named "C&C_CTF_#####.mix" and so on. You get the idea, it just to make arranging the differnt game mode type easier for people.

Subject: Map Names (C&C_...)
Posted by Anonymous on Tue, 25 Feb 2003 16:46:00 GMT
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exactly

Subject: Map Names (C&C_...)
Posted by Anonymous on Tue, 25 Feb 2003 20:16:00 GMT
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What about Attack and Defend maps, or "Assult" Maps?