
Subject: C&C_M01 *wip* video

Posted by [zunnie](#) on Sat, 25 Sep 2010 09:52:15 GMT

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

<http://www.youtube.com/watch?v=Itg53dQu0lw>

Enjoy

The map is about 60% finished now, the objectives are working, now gotto make the checkpoints still and adjust difficulty and stuff

Greetz zunnie

Subject: Re: C&C_M01 *wip* video

Posted by [renalpha](#) on Sat, 25 Sep 2010 18:55:53 GMT

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

Looks good, but i loved the coops back in the days while WOL still had its ranking up.

Subject: Re: C&C_M01 *wip* video

Posted by [reborn](#) on Sat, 25 Sep 2010 20:21:42 GMT

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

We actually got DDoS'ed and UDP flooded for that. LOL.

Subject: Re: C&C_M01 *wip* video

Posted by [Gen_Blacky](#) on Sat, 25 Sep 2010 20:23:55 GMT

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

reborn wrote on Sat, 25 September 2010 15:21We actually got DDoS'ed and UDP flooded for that. LOL.

for what lol

Subject: Re: C&C_M01 *wip* video

Posted by [reborn](#) on Sat, 25 Sep 2010 21:40:14 GMT

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

All the players in our coop server received uber WOL rank, as you never actually lost, and all the kills counted, too.

Plus you was always on One team and the calcualtion of points is determined by the team size, so in a 50 player server if you was at the top it was kinda like you came first out of 100 players.

The points gained was retarded really, a player could spend the whole day in our server and be top of the ladder.

People got pissed.

Subject: Re: C&C_M01 *wip* video
Posted by [zunnie](#) on Sat, 25 Sep 2010 22:15:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

I remeber that LOL

Was fun for a while, but we decided to unladder the coop server then lol..

Subject: Re: C&C_M01 *wip* video
Posted by [trooprm02](#) on Sun, 26 Sep 2010 03:37:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

reborn wrote on Sat, 25 September 2010 16:40All the players in our coop server received uber WOL rank, as you never actually lost, and all the kills counted, too.
Plus you was always on One team and the calcualtion of points is determined by the team size, so in a 50 player server if you was at the top it was kinda like you came first out of 100 players.
The points gained was retarded really, a player could spend the whole day in our server and be top of the ladder.

People got pissed.

I remember that too...that wasn't even that long ago, 2007? Anyway, cool video and this would be awesome to release as a pack I just need to find the time to play on that server now to test it out...

Subject: Re: C&C_M01 *wip* video
Posted by [zunnie](#) on Sun, 26 Sep 2010 14:55:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://www.youtube.com/watch?v=2TMhi-jW-ug>

I added 4 extra units to the PT options
Only accessible if server is unranked..

f8: extras fnkqrrm
hold alt when accessing the adv. chars menu

Subject: Re: C&C_M01 *wip* video
Posted by [zunnie](#) on Mon, 27 Sep 2010 17:51:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

The secret MP character

File Attachments

1) [MPofficer.png](#), downloaded 375 times



Subject: Re: C&C_M01 *wip* video
Posted by [Gen_Blacky](#) on Tue, 28 Sep 2010 10:47:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

You should add the other special characters for laughs. All those weird monsters ect.

<http://img408.imageshack.us/img408/9162/42558488.jpg>

Subject: Re: C&C_M01 *wip* video

Posted by [zunnie](#) on Tue, 28 Sep 2010 14:09:44 GMT

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

I'll do that for M02 then, M01 cant be changed anymore since its released already.

Subject: Re: C&C_M01 *wip* video

Posted by [renalpha](#) on Wed, 29 Sep 2010 15:50:37 GMT

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

In renz0r, we always had fun thinking about some community fun battle.

The gdi MP's vs the black prisoners.

How about that?
