
Subject: [C&C4 Mini-Mod] C&C_TWI_Pipeline
Posted by [roszek](#) on Mon, 07 Oct 2013 02:51:57 GMT
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Yes, yes we did

Subject: Re: [C&C4 Mini-Mod] C&C_TWI_Pipeline
Posted by [zunnie](#) on Mon, 07 Oct 2013 11:44:41 GMT
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Nice roszek, we just did a game on the server, 2 guys left cos they couldn't figure out what to do even after being told lol...
But we had 8 left then Was quite fun Nice map, good work

Subject: Re: [C&C4 Mini-Mod] C&C_TWI_Pipeline
Posted by [EvilWhiteDragon](#) on Mon, 07 Oct 2013 12:10:06 GMT
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Quote:
TWI_Pipeline

Created by Hunter_Seeker and Roszek

This mini-mod is based on the C&C4 game...

The map is won by capturing and holding control points.

You can unlock tiers(advanced units) and gain credits by dropping crystals in a zone behind the crawlers.

Note: All tier one units are free.

If you wish to test this map out in lan I have included a client version of the scripts that must be placed in your ren folder these scripts will not affect playing ren on servers. You do not need these scripts to play this map on the MPF server if you don't wish to install them.

Enjoy...

Screenshots:
Toggle Spoiler

FTFY

Subject: Re: [C&C4 Mini-Mod] C&C_TWI_Pipeline
Posted by [roszek](#) on Mon, 07 Oct 2013 14:34:57 GMT
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Hmm I forgot to mention that only engs can pick up crystals after which they can not get in vehs. 6 drops will unlock tier2 and 3 more will unlock tier3.

Als0 you can destroy the crawlers but they come back online and need to be repaired after 1 min...

Subject: Re: [C&C4 Mini-Mod] C&C_TWI_Pipeline
Posted by [Mauler](#) on Mon, 07 Oct 2013 18:51:59 GMT
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Nice stuff Rosz!

Subject: Re: [C&C4 Mini-Mod] C&C_TWI_Pipeline
Posted by [liquidv2](#) on Mon, 07 Oct 2013 18:53:30 GMT
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do those vehicles actually work?
and have you ever considered replacing the stock Renegade vehicles with those on some of the stock maps? like a C&C 4 update to the classic stuff

Subject: Re: [C&C4 Mini-Mod] C&C_TWI_Pipeline
Posted by [roszek](#) on Wed, 09 Oct 2013 13:25:50 GMT
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Yeas all the vehs work. As for the other thing, dunno, haven't given it much thought and right now there are other things that need to be done.

Also: http://www.ultraaow.com/map_twi_pipeline.php

Subject: Re: [C&C4 Mini-Mod] C&C_TWI_Pipeline
Posted by [Aircraftkiller](#) on Sat, 19 Oct 2013 05:13:19 GMT
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zunnie wrote on Mon, 07 October 2013 07:44
