
Subject: C&C_DMPrison
Posted by [Dante](#) on Tue, 22 Apr 2003 11:01:30 GMT
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Conversion of Level 9 Prison and courtyard to DM

Pics in link.

Works on FDS, works on MP Lan, works on Skirmish...

hope you enjoy it

READ THE ENTIRE POST BEFORE DOWNLOADING, and please comment here

thanks all...

<http://modx.renevo.com/showthread.php?s=&postid=503>

Subject: C&C_DMPrison
Posted by [Dante](#) on Tue, 22 Apr 2003 11:02:34 GMT
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btw, here is the maps layout

Subject: C&C_DMPrison
Posted by [Dante](#) on Tue, 22 Apr 2003 11:04:06 GMT
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also... one more thing

i will be hosting this map, and this map only on DanteFDS on WOL for the next day or so...

Subject: C&C_DMPrison
Posted by [Javaxcx](#) on Tue, 22 Apr 2003 11:12:32 GMT
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sp00j 2 win, like people will win when they play this map.

Subject: C&C_DMPrison
Posted by [General Havoc](#) on Tue, 22 Apr 2003 11:44:18 GMT

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Good Job Dan'e Come join the server people I want to play this map. Switch your server to the United States server if you can't see Dante's Server. It's called Dante (ModX.RenEvo.com). Get the map and play.

_General Havoc

Subject: C&C_DMPrison
Posted by [Titan1x77](#) on Tue, 22 Apr 2003 14:40:02 GMT
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Nice!!

People loved Prison Camp!

It's the same level converted to MP....but as you know it didn't work on FDS

Im Happy to se that you took the time to convert the level to be playable with the FDS

Subject: C&C_DMPrison
Posted by [General Havoc](#) on Tue, 22 Apr 2003 14:56:42 GMT
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Needs a lot more powerup spawners though. The level itself makes a good DM though.

_General Havoc

Subject: C&C_DMPrison
Posted by [Bidbood](#) on Tue, 22 Apr 2003 15:34:18 GMT
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looks good, my first map is a DM to takes place in the temple of nod but can't convert it into mix:<

Subject: C&C_DMPrison
Posted by [Deafwasp](#) on Tue, 22 Apr 2003 15:36:39 GMT
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a great temple of nod map has been done.

Subject: C&C_DMPrison
Posted by [Bidbood](#) on Tue, 22 Apr 2003 15:40:35 GMT
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Subject: C&C_DMPrison
Posted by [Halo38](#) on Tue, 22 Apr 2003 16:15:15 GMT
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Deafwaspa great temple of nod map has been done.

Thanks

C&C_Temple_DM link below if your interested.

I'm not sure if it's FDS compliant I might/will convert it if it's not.....

Subject: C&C_DMPrison
Posted by [Halo38](#) on Tue, 22 Apr 2003 16:18:20 GMT
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we'll it's on Ammo, sector, source, was on realm for 2 days and got 146 downloads in that time, it's on a few others but i don't know the links

Edit: by all means see if you can do better just remember we can't have maps with the same names floating around, and FYI: C&C_DM_Temple is taken by ACK (or at least it was last november)

Subject: C&C_DMPrison
Posted by [Dante](#) on Tue, 22 Apr 2003 18:29:38 GMT
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General HavocNeeds a lot more powerup spawners though. The level itself makes a good DM though.

_General Havoc

MORE powerups, hell, i thought i had too many...

btw, what did you guys think of the money crate drop off?

Subject: C&C_DMPrison

Posted by [General Havoc](#) on Tue, 22 Apr 2003 18:41:07 GMT

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Well there were some powerups but when I played it I was expecting to find them in the tents and in the buildings more. Some buildings were empty. I only managed to play it on my LAN for 5 minutes or so so I may have missed where they were. I did join your FDS but no one turned up, I left it for a while running renegade in the background. I love the drop from the helicopter, that works well.

About the powerups, If you make a few temps and set their spawn times to a lower value then you can get away with fewer powerups but still keep a good gameplay.

_General Havoc

Subject: C&C_DMPrison

Posted by [Dante](#) on Tue, 22 Apr 2003 23:14:46 GMT

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there is over 100 powerups on that level...

j00 g0tt4 l00k

i didn't go overboard with putting spawners in buildings and tents, reason... that is where you spawn, not good to cross spawning and power ups IMO
