
Subject: C&C_WinterlaneDM RELEASED!
Posted by [Vitaminous](#) on Fri, 25 Jul 2003 04:07:18 GMT
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Quote from Readme file:

C&C_WINTERLANEDM
By Aprime1

Instructions: Simply extract the following files into your Westwood\Renegade\Data Directory

Situation: Canadian Rockies (British-Colombia) on a former river with a little frozen water.

Time: 4:35 A.M, begining of the first Tiberian War

Mix of Assault type map and Deathmatch map

Main GDI objectives:

- 1.Get higher score.
- 2.Get to plant a beacon on the Nod Pedestral.

Note: GDI as less vehicles, but more easier ways to win.

Main Nod objectives:

- 1.Not let GDI get in the camp.
- 2.Get higher score.

Note: Nod as base deffenses and vehicles but less ways to win.

Special thanks to:

Westwood Studios
Madtone
Bigwig992

Song title: Enigma

From: The Matrix

Stay tuned for my future maps, and also the Full base version of this map! *it will be way bigger and strategicly enhanced too *

http://files.n00bstories.com/public_html/C&C_WinterLaneDM.zip

Screenshots:

<http://www.n00bstories.com/image.fetch.php...p?id=1390618491>

<http://www.n00bstories.com/image.fetch.php...p?id=1325270820>

<http://www.n00bstories.com/image.fetch.php...p?id=1115427794>

Subject: C&C_WinterlaneDM RELEASED!
Posted by [Aurora](#) on Fri, 25 Jul 2003 04:16:39 GMT
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The screenie links dont work...

Subject: C&C_WinterlaneDM RELEASED!
Posted by [Vitaminous](#) on Fri, 25 Jul 2003 04:20:09 GMT
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They've been fixed.

Subject: C&C_WinterlaneDM RELEASED!
Posted by [Infinint](#) on Fri, 25 Jul 2003 04:20:13 GMT
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this is the second post about a C&C_WINTERLANEDM . i always got yelled at for spaming, how come you could of just replayed to your last post?

Subject: C&C_WinterlaneDM RELEASED!
Posted by [Vitaminous](#) on Fri, 25 Jul 2003 04:21:12 GMT
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Infinintthis is the second post about a C&C_WINTERLANEDM . i always got yelled at for spaming, how come you could of just replayed to your last post?
I was about to delete the old post...

Erm, wait, I can't...

Subject: C&C_WinterlaneDM RELEASED!
Posted by [Beanyhead](#) on Fri, 25 Jul 2003 04:44:30 GMT
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The url is cutoff so you can not download it. Note the "..." in it.

Subject: C&C_WinterlaneDM RELEASED!
Posted by [Vitaminous](#) on Fri, 25 Jul 2003 04:48:59 GMT
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Thanks for pointing that out, it's fixed now...heh, I'm tired :\

Subject: C&C_WinterlaneDM RELEASED!
Posted by [exnyte](#) on Fri, 25 Jul 2003 05:27:48 GMT
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Infinintthis is the second post about a C&C_WINTERLANEDM . i always got yelled at for spamming, how come you could of just replayed to your last post?

The difference is, you are really spamming... he's accually announcing something.

Subject: C&C_WinterlaneDM RELEASED!
Posted by [Infinint](#) on Fri, 25 Jul 2003 18:39:51 GMT
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im not going to reply to that , oh wait i just did DOH!

Subject: C&C_WinterlaneDM RELEASED!
Posted by [Vitaminous](#) on Fri, 25 Jul 2003 18:54:21 GMT
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Infinintim not going to reply to that , oh wait i just did DOH!

I was actually serious, I went to edit the post and click on delete, but I remembered that we couldn't delete our posts here.

Subject: C&C_WinterlaneDM RELEASED!
Posted by [exnyte](#) on Fri, 25 Jul 2003 19:23:16 GMT
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Aprimel was actually serious, I went to edit the post and click on delete, but I remembered that we couldn't delete our posts here.

I think he was talking to me about my comment on his spam.

Subject: C&C_WinterlaneDM RELEASED!

Posted by [Deafwasp](#) on Fri, 25 Jul 2003 19:27:54 GMT

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as screenshots show : suckage

Subject: C&C_WinterlaneDM RELEASED!

Posted by [Vitaminous](#) on Fri, 25 Jul 2003 19:29:08 GMT

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Deafwaspas screenshots show : suckageit isn't bad for a first map.

And can you use a bit of intelligence sometimes and make a freakin' constructive comment?

Instead of trying to start a flame war :rolleyes:

Try also to use some MATURITY. :rolleyes:

Now back on topic, if you have any comments about the map, make them be constructive, and also tell me what I should improve in future maps.

Subject: C&C_WinterlaneDM RELEASED!

Posted by [Imdgr8one](#) on Fri, 25 Jul 2003 20:33:46 GMT

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lol aprime, the irony! He can say if it sucks or not, and it isn't starting a flame war.

Subject: C&C_WinterlaneDM RELEASED!

Posted by [Deafwasp](#) on Fri, 25 Jul 2003 22:21:07 GMT

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No, I respect APrime, I just think the map wont lead to much fun. Maturity, I was being mature. If you want a flame war just ask.

Subject: C&C_WinterlaneDM RELEASED!

Posted by [Vitaminous](#) on Fri, 25 Jul 2003 23:57:28 GMT

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The word: "suckage" wasn't showing any respect.

But that was a constructive comment.

Subject: C&C_WinterlaneDM RELEASED!
Posted by [Jaspah](#) on Sat, 26 Jul 2003 00:45:01 GMT
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Deafwaspas screenshots show : suckage

Get a life. :rolleyes:

Subject: C&C_WinterlaneDM RELEASED!
Posted by [Vitaminous](#) on Sat, 26 Jul 2003 01:16:41 GMT
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j4S[p]Deafwaspas screenshots show : suckage

Get a life. :rolleyes:

Shut up.

Don't turn this into what I don't want this to turn into.

Subject: C&C_WinterlaneDM RELEASED!
Posted by [Yano](#) on Sat, 26 Jul 2003 01:23:04 GMT
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Good Job bud!

Subject: C&C_WinterlaneDM RELEASED!
Posted by [TheMouse](#) on Sat, 26 Jul 2003 18:16:35 GMT
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YanoGood Job bud!

ya. it looks good. im downloading it.

Subject: C&C_WinterlaneDM RELEASED!
Posted by [bigwig992](#) on Sat, 26 Jul 2003 18:20:00 GMT
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I played it. I think the map layout could be better, and if it was CTF it would be more fun than beacon wars. I also think you should balance it out! Nod having that turret makes even the

slightest difference! Fix those terrain exploits no matter how fun they are . I think you should replace the steal barricades in the middle with trees and bush's. And add in better music .

Subject: C&C_WinterlaneDM RELEASED!

Posted by [Vitaminous](#) on Sat, 26 Jul 2003 20:21:48 GMT

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bigwig992I played it. I think the map layout could be better, and if it was CTF it would be more fun than beacon wars. I also think you should balance it out! Nod having that turret makes even the slightest difference! Fix those terrain exploits no matter how fun they are . I think you should replace the steal barricades in the middle with trees and bush's. And add in better music .

It has a storyline, and it's in my mind, That's the only reason why Nod as more stuff, you'll see later, when the full version of the map will be released.

Subject: C&C_WinterlaneDM RELEASED!

Posted by [Deafwasp](#) on Sun, 27 Jul 2003 01:06:13 GMT

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people.... wow, thats too general. but i will go with it.

People dont like multiple versions of things. You will gain more ground if you only release a finished product, test it out with some peeps online, then iron out the bugs and release a final version to the public.

Thats just how I feel.

Subject: C&C_WinterlaneDM RELEASED!

Posted by [Vitaminous](#) on Sun, 27 Jul 2003 02:06:25 GMT

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The map as it's own story, first the GDI attempt to destroy the currently in construction Nod facility, than, GDI deployment in the area after the construction of the facility.

Subject: C&C_WinterlaneDM RELEASED!

Posted by [bigwig992](#) on Sun, 27 Jul 2003 06:58:16 GMT

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AprimeThe map as it's own story, first the GDI attempt to destroy the currently in construction Nod facility, than, GDI deployment in the area after the construction of the facility.

No comment. Wait, I just did comment didn't I?
