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Subject: [MMN] Fan Map Night!  
Posted by [Beanyhead](#) on Mon, 04 Aug 2003 15:47:38 GMT  
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That's right, Fan Map Night is back again! The (Saturday) Night that we host nothing but fan maps to try to keep the community alive!

The maps:

C&C\_Carnage-Club\_Xtreme.mix - [DOWNLOAD]  
C&C\_DMCenter.mix - [DOWNLOAD]  
C&C\_Caverns.mix - [DOWNLOAD]  
C&C\_Lunar\_Landing.mix - [DOWNLOAD]  
C&C\_Hangmans\_Canyon.mix - [DOWNLOAD]  
C&C\_Gobi.mix - [DOWNLOAD]  
C&C\_Tropics.mix - [DOWNLOAD]  
C&C\_BunkersTS - [DOWNLOAD]  
C&C\_GlacierTS.mix - [DOWNLOAD]  
C&C\_Seaside\_Canyon.mix - [DOWNLOAD]  
C&C\_CTFCY.mix - [DOWNLOAD]

- DOWNLOAD ALL MAPS thanks to CnC World [Visit them!] -

The server will be a 22 - 28 player server (BeanyServ) this Saturday, Aug 9th (my birthday) at 6:00 PM Eastern. The server will stay up all night...

I hope to see you all there!

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Subject: [MMN] Fan Map Night!  
Posted by [Krazyfoxx](#) on Mon, 04 Aug 2003 16:00:28 GMT  
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Sounds good. Had fun on your server this past weekend, though with no time limit, some of the games got kind of tedious. BTW, happy birthday!

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Subject: [MMN] Fan Map Night!  
Posted by [Beanyhead](#) on Mon, 04 Aug 2003 16:01:57 GMT  
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Subject: [MMN] Fan Map Night!  
Posted by [Try\\_lee](#) on Mon, 04 Aug 2003 16:10:10 GMT

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Instead of the ageing DMCenter, would it be possible to add either MedicalLevel or FlightDeck as a DM map instead?

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Subject: [MMN] Fan Map Night!  
Posted by [Aircraftkiller](#) on Mon, 04 Aug 2003 16:47:41 GMT  
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C&C\_Carnage-Club\_Xtreme.mix - [DOWNLOAD] - No visibility rendering, poor FPS, weird gameplay...

C&C\_DMCenter.mix - [DOWNLOAD] - getting stale

C&C\_Caverns.mix - [DOWNLOAD] - It's obvious that this was made during the first five months of the Renegade tools being released, which means it sucks in almost every aspect.

C&C\_Lunar\_Landing.mix - [DOWNLOAD] - horrible, all people do is dick around in the Recon Bikes while GDI owns their base...

C&C\_Hangmans\_Canyon.mix - [DOWNLOAD] - no visibility, non-imaginative gameplay setup, overall balanced towards Nod in a very annoying way...

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Subject: [MMN] Fan Map Night!  
Posted by [Beanyhead](#) on Mon, 04 Aug 2003 16:51:41 GMT  
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AircraftkillerC&C\_Carnage-Club\_Xtreme.mix - [DOWNLOAD] - No visibility rendering, poor FPS, weird gameplay...

Yes, I agree with this in some aspects but people like it, and that's why I put it in.

Aircraftkiller  
C&C\_DMCenter.mix - [DOWNLOAD] - getting stale

Basically a tradition thing, just brings back old memories.

Aircraftkiller  
C&C\_Caverns.mix - [DOWNLOAD] - It's obvious that this was made during the first five months of the Renegade tools being released, which means it sucks in almost every aspect.

Once again, tradition. I agree that it has many bugs.

Aircraftkiller

C&C\_Lunar\_Landing.mix - [DOWNLOAD] - horrible, all people do is dick around in the Recon Bikes while GDI owns their base...

Yea, I agree with the recons, they never should've been added, but other than that, it's fine.

Aircraftkiller

C&C\_Hangmans\_Canyon.mix - [DOWNLOAD] - no visibility, non-imaginative gameplay setup, overall balanced towards Nod in a very annoying way...

I think this is one of the best maps of all time. I know the the fps could be better, and maybe the balance issues aren't perfect, but no map is 100% perfect. Again, people really like this map.

Everyone has their own opinion and I respect that, but I still hope to see you there

[Edit: Grammar Error]

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Subject: [MMN] Fan Map Night!

Posted by [kawolsky](#) on Mon, 04 Aug 2003 16:51:54 GMT

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Try\_leelinstead of the ageing DMCenter, would it be possible to add either MedicalLevel or FlightDeck as a DM map instead?

NEGATIVE!!!!

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Subject: [MMN] Fan Map Night!

Posted by [Aircraftkiller](#) on Mon, 04 Aug 2003 16:53:03 GMT

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I've played Hangman's Canyon for almost 9 months... I'd love to go back in time and prevent it from being created, because I hate it with a passion.

Also, Lunar Landing has no visiblity rendering, either.

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Subject: [MMN] Fan Map Night!

Posted by [Homey](#) on Mon, 04 Aug 2003 17:00:47 GMT

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Most of those maps are fun. Hangmans may be poorly put together but a great sniping map.

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Subject: [MMN] Fan Map Night!

Posted by [kawolsky](#) on Mon, 04 Aug 2003 17:02:32 GMT

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AircraftkillerC&C\_Carnage-Club\_Xtreme.mix - [DOWNLOAD] - No visibility rendering, poor FPS, weird gameplay...

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C&C\_Glacier\_flying - too many tunnels,easy to get into bases,lots of bugs

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Subject: [MMN] Fan Map Night!

Posted by [Beanyhead](#) on Mon, 04 Aug 2003 17:03:18 GMT

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kawolskyAircraftkillerC&C\_Carnage-Club\_Xtreme.mix - [DOWNLOAD] - No visibility rendering, poor FPS, weird gameplay...

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C&C\_Glacier\_flying - too many tunnels,easy to get into bases,lots of bugs

Don't make a flame war here, Aircraftkiller has just stated his opinion on a few maps.

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Subject: [MMN] Fan Map Night!  
Posted by [kawolsky](#) on Mon, 04 Aug 2003 17:03:31 GMT  
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AircraftkillerI've played Hangman's Canyon for almost 9 months... I'd love to go back in time and prevent it from being created, because I hate it with a passion.

Also, Lunar Landing has no visibility rendering, either.

if its so crap why have you played it for 9 months?

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Subject: [MMN] Fan Map Night!  
Posted by [kawolsky](#) on Mon, 04 Aug 2003 17:04:14 GMT  
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BeanyheadkawolskyAircraftkillerC&C\_Carnage-Club\_Xtreme.mix - [DOWNLOAD] - No visibility rendering, poor FPS, weird gameplay...

C&C\_DMCenter.mix - [DOWNLOAD] - getting stale

C&C\_Caverns.mix - [DOWNLOAD] - It's obvious that this was made during the first five months of the Renegade tools being released, which means it sucks in almost every aspect.

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Don't make a flame war here, Aircraftkiller has just stated his opinion on a few maps.

he stated all the things wrong with the maps ,notice there are no compliments

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Subject: [MMN] Fan Map Night!  
Posted by [Beanyhead](#) on Mon, 04 Aug 2003 17:05:41 GMT  
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kawolskyBeanyheadkawolskyAircraftkillerC&C\_Carnage-Club\_Xtreme.mix - [DOWNLOAD] - No visibility rendering, poor FPS, weird gameplay...

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C&C\_Glacier\_flying - too many tunnels,easy to get into bases,lots of bugs

Don't make a flame war here, Aircraftkiller has just stated his opinion on a few maps.

he stated all the things wrong with the maps ,notice there are no compliments

So? He has a right to say whatever he wants to say. Now, enough spamming up the topic.

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Subject: [MMN] Fan Map Night!

Posted by [Crimson](#) on Mon, 04 Aug 2003 17:12:11 GMT

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If Hangman's Canyon is the one where the author ripped off the Hourglass tunnel in the center... that's a terrible map. If I remember right, a single APC can't get in the base, neither can anything that flies. Low visibility, flat flat flat ground, little to no imagination. Typical of maps created when the tools first came out. bleh.

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Subject: [MMN] Fan Map Night!

Posted by [Titan1x77](#) on Mon, 04 Aug 2003 18:19:26 GMT

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Beanyhead

I think this is one of the best maps of all time. I know the the fps could be better, and maybe the balance issues aren't perfect, but no map is 100% perfect. Again, people really like this map.

Everyone has their own opinion and I respect that, but I still hope to see you there

I agree

Sounds Fun...see ya saturday night!

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Subject: [MMN] Fan Map Night!

Posted by [Homey](#) on Mon, 04 Aug 2003 19:10:19 GMT

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CrimsonIf Hangman's Canyon is the one where the author ripped off the Hourglass tunnel in the

center... that's a terrible map. If I remember right, a single APC can't get in the base, neither can anything that flies. Low visibility, flat flat flat ground, little to no imagination. Typical of maps created when the tools first came out. bleh.

That why you use teamwork and multiple apcs. Tunnels are gay though.

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Subject: [MMN] Fan Map Night!

Posted by [snipesimo](#) on Mon, 04 Aug 2003 19:38:40 GMT

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renmaps DL links don't work for me

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Subject: [MMN] Fan Map Night!

Posted by [Beanyhead](#) on Mon, 04 Aug 2003 20:23:33 GMT

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snipesimorenmaps DL links don't work for me

Well, try going ahead and downloading all the maps, it'll take longer, but you'll get em.

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Subject: [MMN] Fan Map Night!

Posted by [Xtrm2Matt](#) on Mon, 04 Aug 2003 20:24:05 GMT

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wh00t for Beany!

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Subject: [MMN] Fan Map Night!

Posted by [kawolsky](#) on Tue, 05 Aug 2003 08:59:50 GMT

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lol,

i only have 2 of them:

tropics and carnage club xtreme.....

are the others any good?

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Subject: [MMN] Fan Map Night!

Posted by [kawolsky](#) on Tue, 05 Aug 2003 09:49:04 GMT

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Beanyhead

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Subject: [MMN] Fan Map Night!  
Posted by [Beanyhead](#) on Tue, 05 Aug 2003 15:48:15 GMT  
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kawolskyBeanyhead

lol...

bump

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Subject: [MMN] Fan Map Night!  
Posted by [Vitaminous](#) on Tue, 05 Aug 2003 16:18:39 GMT  
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CrimsonIf Hangman's Canyon is the one where the author ripped off the Hourglass tunnel in the center... that's a terrible map. If I remember right, a single APC can't get in the base, neither can anything that flies. Low visibility, flat flat flat ground, little to no imagination. Typical of maps created when the tools first came out. bleh.

I'm sorry to tell you, but you truly suck if you can't get in base with an apc or helicopter o.O (me doesn't want to offend Crimson...Me is sorry!)

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Subject: [MMN] Fan Map Night!  
Posted by [Crimson](#) on Tue, 05 Aug 2003 16:20:35 GMT  
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Well, I played the map once. 1 player. Was singularly NOT impressed.

---

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Subject: [MMN] Fan Map Night!  
Posted by [Vitaminous](#) on Tue, 05 Aug 2003 16:29:45 GMT  
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---

CrimsonWell, I played the map once. 1 player. Was singularly NOT impressed.

Lol, well, I'm not a big gameplay guy, personally, I like maps with alot of cool stuff, lighting and such.

You can't really rate a map if you only have played it once without trying both sides...

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Subject: [MMN] Fan Map Night!  
Posted by [Titan1x77](#) on Tue, 05 Aug 2003 23:02:08 GMT  
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I dont think Shes talking about Hangmans canyon....Those Tunnels arent ripped from Hourglass.  
Beany have you tried High Noon out yet?...can be found at renmaps.com

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Subject: [MMN] Fan Map Night!  
Posted by [Aircraftkiller](#) on Tue, 05 Aug 2003 23:23:42 GMT  
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Wow, you've either not played Hourglass, or you've not played Hourglass... the tunnels by the stupid little "ghost town" are directly from Hourglass, which he ripped out of the mp\_hourglass.gmax file supplied with the tools. :rolleyes:

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Subject: [MMN] Fan Map Night!  
Posted by [Titan1x77](#) on Tue, 05 Aug 2003 23:36:44 GMT  
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I was thinking geometry wise...he must of cut off one end.  
But your right...Sorry

---

Subject: [MMN] Fan Map Night!  
Posted by [Fraga](#) on Wed, 06 Aug 2003 00:39:25 GMT  
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Ack , Why are you so negative? Beany likes the maps dont bash them or the creators just STFU dude and stop being so negative , gawd

---

Subject: [MMN] Fan Map Night!  
Posted by [Yano](#) on Wed, 06 Aug 2003 00:53:05 GMT  
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FragaAck , Why are you so negative? Beany likes the maps dont bash them or the creators just STFU dude and stop being so negative , gawd  
Thats who he is, so get over it

---

Subject: [MMN] Fan Map Night!

---

Posted by [kawolsky](#) on Wed, 06 Aug 2003 08:37:14 GMT

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BeanyheadkawolskyBeanyhead

lol...

bump

don` t bump so small

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Subject: [MMN] Fan Map Night!

Posted by [Fraga](#) on Wed, 06 Aug 2003 12:50:49 GMT

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Just dont bump! copy + paste = teh ownage

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Subject: [MMN] Fan Map Night!

Posted by [Beanyhead](#) on Wed, 06 Aug 2003 19:09:24 GMT

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FragaJust dont bump! copy + paste = teh ownage

O\_O

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Subject: [MMN] Fan Map Night!

Posted by [Derrnger](#) on Wed, 06 Aug 2003 19:19:36 GMT

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Beany, what's the 127 player server you have up?

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Subject: [MMN] Fan Map Night!

Posted by [Imdgr8one](#) on Wed, 06 Aug 2003 19:52:36 GMT

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I really didn't like Hangman's canyon...its just so uber-big . I love the bridges and whatnot, but I have to agree with Crimmy and everything.

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Subject: [MMN] Fan Map Night!  
Posted by [Beanyhead](#) on Wed, 06 Aug 2003 20:21:22 GMT  
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DerrngerBeany, what's the 127 player server you have up?

It is supposed to remind people about MMN this Saturday. Esp those who don't visit these forums and went to MMN months ago.

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Subject: [MMN] Fan Map Night!  
Posted by [Jaspah](#) on Thu, 07 Aug 2003 00:27:48 GMT  
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BeanyheadDerrngerBeany, what's the 127 player server you have up?

It is supposed to remind people about MMN this Saturday. Esp those who don't visit these forums and went to MMN months ago.

lol.

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Subject: [MMN] Fan Map Night!  
Posted by [Beanyhead](#) on Thu, 07 Aug 2003 18:27:15 GMT  
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Imdgr8onel really didn't like Hangman's canyon...its just so uber-big . I love the bridges and whatnot, but I have to agree with Crimmy and everything.

I think the map is fine...

---

Subject: [MMN] Fan Map Night!  
Posted by [kawolsky](#) on Thu, 07 Aug 2003 18:48:34 GMT  
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BeanyheadImdgr8onel really didn't like Hangman's canyon...its just so uber-big . I love the bridges and whatnot, but I have to agree with Crimmy and everything.

I think the map is fine...

i might think it was if i had it

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Subject: [MMN] Fan Map Night!  
Posted by [Beanyhead](#) on Fri, 08 Aug 2003 15:25:17 GMT

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kawolskyBeanyheadlmdgr8onel really didn't like Hangman's canyon...its just so uber-big . I love the bridges and whatnot, but I have to agree with Crimmy and everything.

I think the map is fine...

i might think it was if i had it

Well get it at the links in the first post...

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Subject: [MMN] Fan Map Night!  
Posted by [sloppyjo](#) on Fri, 08 Aug 2003 16:14:28 GMT  
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ACK you Seem to have forgotten.People make maps for people to enjoy.Who cares if it looks good or not.You really shouldnt diss carnage club,It about the best map out there thats a Fan made.You probally just dont like it because you suck at the map.You seem not to like any maps that arent youre.Youre just makeing a dumbass out of youre self.Carnage club is legendary,everyone knows about it.As to youre maps that you make and no one plays.I think it was a mistake that glacier even made offical.

Shure you can make good maps,But when youre an asshole no one wants to play them and no one likes you.

Beany,MMN is gonna R0x0r0z.I think its great that youre bringing it back.

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Subject: [MMN] Fan Map Night!  
Posted by [Beanyhead](#) on Fri, 08 Aug 2003 22:35:38 GMT  
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bump.

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Subject: [MMN] Fan Map Night!  
Posted by [John Shaft Jr.](#) on Sat, 09 Aug 2003 07:19:12 GMT  
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Its Saturday. Happy Birthday Beanyhead.

Oh man. I just tested out C&C\_Seaside\_Canyon and i have to say, that map is very cool. I mean I love the destruction of each building. I played as both GDI and Nod just to watch the destruction of each building. It was fun. I also love the way the MRLS works. Should save that map for last Beany.

But please PLEASE take out C&C\_Caverns. I mean come on. It does not have none of the flying buildings in there but you can purchased Orcas, Apaches and Chinooks. You can easily destroy someones base just by using a Orca to get on top of a building and using a beacon to destroy it. All I say is replace it with another map Like C&C\_HauntedHouse\_DM or C&C\_MedicalLevel.

Thats all I say. All the other maps I do not mind. See you there at MMN.

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Subject: [MMN] Fan Map Night!  
Posted by [Beanyhead](#) on Sat, 09 Aug 2003 16:07:18 GMT  
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John Shaft Jr.Its Saturday. Happy Birthday Beanyhead.

Oh man. I just tested out C&C\_Seaside\_Canyon and i have to say, that map is very cool. I mean I love the destruction of each building. I played as both GDI and Nod just to watch the destruction of each building. It was fun. I also love the way the MRLS works. Should save that map for last Beany.

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Thats all I say. All the other maps I do not mind. See you there at MMN.

Next weekend Caverns will be out of the cycle.

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Subject: [MMN] Fan Map Night!  
Posted by [Beanyhead](#) on Sat, 09 Aug 2003 20:41:37 GMT  
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About 1 hour or so until MMN!

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Subject: [MMN] Fan Map Night!  
Posted by [John Shaft Jr.](#) on Sat, 09 Aug 2003 20:47:32 GMT  
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\*Jumps up and cheers\* YAY!!!!

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