Subject: MMN Suggestions
Posted by Beanyhead on Mon, 11 Aug 2003 18:07:39 GMT
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Post em here before Wed, that's when I'll make the map list...

Subject: MMN Suggestions
Posted by DrasticDR on Mon, 11 Aug 2003 18:19:15 GMT
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Earlier time would be great.

Subject: MMN Suggestions
Posted by Mobius on Mon, 11 Aug 2003 18:31:02 GMT
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Well based on how people were voting they didn't take too well to the larger maps. Try removing
one and replacing it with another c&c map or CTF map. Just a suggestion, I found everything fine
but the time.

Subject: MMN Suggestions
Posted by kawolsky on Mon, 11 Aug 2003 19:06:34 GMT
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yea make it earlier

Subject: MMN Suggestions
Posted by Xtrm2Matt on Mon, 11 Aug 2003 20:52:07 GMT
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No n00bs :rolleyes:

Subject: MMN Suggestions
Posted by Try_lee on Mon, 11 Aug 2003 20:58:43 GMT
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Please, get rid of caverns. People were placing beacons on the top of buildings which had no
ramps, always really fun.

Please also consider removing DM Center, it's getting old now and needs to be retired to make

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way for something new. One other thing though, I think that the DM levels seemed to go on for far too long. Would it be possible to just make these games have a shorter game length than the others?

Subject: MMN Suggestions
Posted by General Havoc on Mon, 11 Aug 2003 21:14:02 GMT
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I think you can shorten the length of the DM maps using Blaze Regulate. If people made maps using the Team DM script it would be much more fun as your team wins by kills and not by points unless the amount of kills isn't reached within the time limit.

Subject: MMN Suggestions
Posted by warranto on Mon, 11 Aug 2003 21:14:17 GMT
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For the sake of my lower end system (by todays stndards) a lower number of players would be great!

Subject: MMN Suggestions
Posted by Beanyhead on Mon, 11 Aug 2003 21:20:11 GMT
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General HavocI think you can shorten the length of the DM maps using Blaze Regulate. If people made maps using the Team DM script it would be much more fun as your team wins by kills and not by points unless the amount of kills isn't reached within the time limit.

Does the script have be client side? If not- I can make a version of CTFCY for the server computer...

Subject: MMN Suggestions
Posted by General Havoc on Mon, 11 Aug 2003 21:32:02 GMT
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Hmm well I've never tested it server side only but I guess it should work if the CTF one does (does CTF work without the client having the script2.dll fine?). I'll make a test map as I need to figure out how it works again but if we can test it and it works it should make a good mode for some maps.

Subject: MMN Suggestions
Posted by Homey on Mon, 11 Aug 2003 22:27:25 GMT

32people. Get a vote on these or your forums of each maps rating. Lowest rated map gets subed for a different on

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Subject: MMN Suggestions
Posted by Falconxl on Tue, 12 Aug 2003 17:39:09 GMT

Can you run my second map C&C_Wasteland so poeple stop emailing me as to what servers run it? I'd also like to give ita try in somehting besides single player lan.

Subject: MMN Suggestions
Posted by boma57 on Tue, 12 Aug 2003 18:47:11 GMT

FalconxlCan you run my second map C&C_Wasteland so poeple stop emailing me as to what servers run it? I'd also like to give ita try in somehting besides single player lan.

BCServ4 was running it for awhile (I don't know if it still is), it was fun.

Subject: MMN Suggestions
Posted by Halo38 on Tue, 12 Aug 2003 19:00:28 GMT

Scrap Caverns

Keep DM Center

Add one of the Haunted House DM's

All gang up on Mobius

Just my thoughts........

Subject: MMN Suggestions
Posted by bigwig992 on Tue, 12 Aug 2003 19:45:35 GMT

CTF Forts
or
Conquest Winter

---

both by somerhino and avalible at http://www.drireign.com

Subject: MMN Suggestions
Posted by Dante on Tue, 12 Aug 2003 21:04:07 GMT
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C&C_CTF_Complex ?

god that map is fun, especially if you have more than 4 players.

Subject: MMN Suggestions
Posted by Mobius on Tue, 12 Aug 2003 21:16:24 GMT
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Sure a protect Mobius game would be interesting. I was surprised I made MVP a few games, I thought people would be out to get me!

Subject: MMN Suggestions
Posted by Try_lee on Tue, 12 Aug 2003 21:19:18 GMT
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Protect the Mobius?

How about hunt the Mobius instead?

Subject: MMN Suggestions
Posted by Fraga on Tue, 12 Aug 2003 21:21:11 GMT
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Id say get rid of Gobi and add Conyard , thats always fun

Subject: MMN Suggestions
Posted by Mobius on Tue, 12 Aug 2003 21:27:37 GMT
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When renegade was being planned there was a capture mobius mode.

Anyway I know that people placing c4 on the screens became tiresome, you should work out some rules about that before the next mmn. Carnage Club Xtreme didn't lag as much as I expected and hearing Shout 2000 by disturbed made me laugh.

Subject: MMN Suggestions
Posted by Beanyhead on Tue, 12 Aug 2003 21:28:33 GMT
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DanteC&C_CTF_Complex ?

god that map is fun, especially if you have more than 4 players.

Is that the one with the vehicle blockers that you can see? (I don't know, just asking)...

bigwig992CTF Forts
or
Conquest Winter
both by somerhino and avalible at http://www.drireign.com

Conquest Winter looks AWESOME, but only one way into the base; Found out it doesn't play well on BCServ4. Forts... Maybe.

Subject: MMN Suggestions
Posted by General Havoc on Tue, 12 Aug 2003 21:36:46 GMT
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C&C_Conquest_Winter:

That map is a little too dark as well even at 100% brightness on my CRT monitor some of the tunnels are blind. The graphics on it are quite good it's just the gameplay that isn't that good as the base entrances are a chokepoint and there is no back entrance or tunnel into the base.

C&C_CTF_Complex:

It's the map Dante converted to CTF. When i've played it it is actually quite fun. Mostly it is a tunnel war but ocasionaly you'll get someone sneak and steal the flag whilst everyone is battling in the tunnels. Also the no proxy C4 is a good thing compared with the other CTF maps as it stops camping around the flag.

Subject: MMN Suggestions
Posted by lmdgr8one on Tue, 12 Aug 2003 21:45:20 GMT
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Put in CTF_Forts, that is almost a must, it never got its chance to 0wn.

Subject: MMN Suggestions

Posted by Beanyhead on Tue, 12 Aug 2003 21:48:21 GMT
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bigwig992
both by somerhino and avalible at http://www.drireign.com

Link to download it doesn't work.

Subject: MMN Suggestions
Posted by Jaspah on Tue, 12 Aug 2003 22:58:34 GMT
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MobiusWhen renegade was being planned there was a capture mobius mode.

Just crack open the Always.dat, There was a text explaining all modes of play.

Subject: MMN Suggestions
Posted by bigwig992 on Wed, 13 Aug 2003 00:10:23 GMT
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Beanyheadbigwig992
both by somerhino and avalible at http://www.drireign.com

Link to download it doesn't work.

Sorry, I was in such a hurry re-building it I forgot to check some of the download links. It's fixxed now.

Subject: MMN Suggestions
Posted by Beanyhead on Wed, 13 Aug 2003 00:20:26 GMT
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cough CTF_Forts is a package *cough*