
Subject: Can someone host...

Posted by [Beanyhead](#) on Wed, 13 Aug 2003 16:45:43 GMT

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Can someone host C&C_CTF CY.zip; Since ModX is down, nobody will be able to download it for MMN.

- Beany

Subject: Can someone host...

Posted by [Deactivated](#) on Wed, 13 Aug 2003 16:51:37 GMT

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I can

http://koti.mbnet.fi/seaman/c_c_ctfcy.zip

Subject: Can someone host...

Posted by [General Havoc](#) on Wed, 13 Aug 2003 17:05:44 GMT

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I've uploaded it to my ISP webspace too:

http://www.btinternet.com/~glenn_hunt/c_c_ctfcy.zip

PS: If you ever update the map use XCC to ditch the script.dll and scripts2.dll from the MIX along with any unused W3D files and textures you may have used. You can save a few MB, the conyard is all proxied from the always.dat so you should be able to get it to under 1 MB.

PPL Downloading: You do not have to install the scripts.dll files if you not planning on hosting the map. Any script on a map is execute by the host or FDS.

Subject: Can someone host...

Posted by [Beanyhead](#) on Wed, 13 Aug 2003 17:14:10 GMT

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Thanks a bunch guys!
