
Subject: Fan Map Night, Again!

Posted by [Beanyhead](#) on Wed, 13 Aug 2003 17:21:08 GMT

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I hope everyone had a fun MMN last weekend! We'll be doing it again this weekend, this Saturday night, at an earlier time... (read below)

The maps:

- 1) C&C_Carnage-Club_Xtreme.mix - [DOWNLOAD] - [Mirror 1]
- 2) C&C_DMCenter.mix - [DOWNLOAD]
- 4) C&C_Lunar_Landing.mix - [DOWNLOAD] - [Mirror 1]
- 5) C&C_Hangmans_Canyon.mix - [DOWNLOAD] - [Mirror 1]
- 6) C&C_Gobi.mix - [DOWNLOAD] - [Mirror 1]
- 7) C&C_Tropics.mix - [DOWNLOAD] - [Mirror 1]
- C&C_BunkersTS - [DOWNLOAD] - [Mirror 1]
- 9) C&C_GlacierTS.mix - [DOWNLOAD]
- 10) C&C_Seaside_Canyon.mix - [DOWNLOAD]
- 11) C&C_CTFCY.mix - [DOWNLOAD] - [Mirror 1]
- 12) C&C_Mines.mix - [DOWNLOAD] - [Mirror 1]
- 13) C&C_Sand.mix - [DOWNLOAD] - [Mirror 1]
- 14) C&C_MetroTS - [DOWNLOAD] - [Mirror 1]
- 15) C&C_Deth_River - [DOWNLOAD]

- Thank you to CnCDen, Modx, CnC Source, Renmaps, Insurrection, Renegade-Planet, RenStation.net, Seaman, General Havoc for hosting the maps!

Once again, if someone could make a .zip with all of them in it, it'd be helpful.

Time & Server Info:

This month, we'll have THREE MMN servers on Saturday, August 16th. 5:00 PM Eastern (10:00PM GMT). We mostly did this for all those 56kers out there that lag down so bad on the large server.

#1 (Definite Host):

Server host: BeanyServ

Players: 30

#2 (Definite Host):

Server host: beanserve

Players: 6

#3 (Possible Host):

Server host: BCServ3

Players: 12

Other notes:

- There are a bunch more maps this week, all the ones in bold are new.
- At the end of this month, BeanyServ will be cancelled (financial reasons), if anyone has a LARGE server and wants to run MMN, give me a PM.
- I'll be adding a few neat features for this MMN; For one: Whenever a map loads it'll say the creator, description, etc.

Hope to see everyone there!

Subject: Fan Map Night, Again!
Posted by [xSeth2k2x](#) on Wed, 13 Aug 2003 17:38:48 GMT
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can you do like last itme an dcompile the maps into on .zip?

Subject: Fan Map Night, Again!
Posted by [Halo38](#) on Wed, 13 Aug 2003 19:30:17 GMT
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Nice selection

Hmmm i'm having trouble downloading C&C_Pacific.....

Subject: Fan Map Night, Again!
Posted by [Beanyhead](#) on Wed, 13 Aug 2003 19:40:27 GMT
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http://ftp1.gamesweb.com/uhb2xu1j/C&C_Pacific.zip

try that, if someone could host this, it'd be really helpful, I'm getting like 2.3kbps...

Subject: Fan Map Night, Again!
Posted by [Halo38](#) on Wed, 13 Aug 2003 20:11:01 GMT
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Beanyheadhttp://ftp1.gamesweb.com/uhb2xu1j/C&C_Pacific.zip

try that, if someone could host this, it'd be really helpful, I'm getting like 2.3kbps...

No glory

Subject: Fan Map Night, Again!
Posted by [xpontius](#) on Wed, 13 Aug 2003 23:06:31 GMT
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You have checked renmaps for pacific right?

PS pacific for multiplayer still has a few glitched doors(just a double image) nothing too big but im still looking for a sure way to fix that without having to give a friend multiple versions of trial and error.

Subject: Fan Map Night, Again!
Posted by [Beanyhead](#) on Thu, 14 Aug 2003 01:41:23 GMT
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If you haven't noticed, you can't download anything from renmaps.

Subject: Fan Map Night, Again!
Posted by [Sk8rRIMuk](#) on Thu, 14 Aug 2003 09:44:17 GMT
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BeanyheadIf you haven't noticed, you can't download anything from renmaps.

If I could get C&C_Pacific I would host it for you, if you have it on your HDD send it on MSN I am nearly always on.

I will be at this MMN I missed the last because I was on holiday.

Subject: Fan Map Night, Again!
Posted by [Ferhago](#) on Thu, 14 Aug 2003 15:33:14 GMT
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I found it and uploaded it for ya

http://www.7of12.co.uk/stalgren/C&C_Pacific.zip

Subject: Fan Map Night, Again!

Posted by [Beanyhead](#) on Thu, 14 Aug 2003 15:56:40 GMT

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I've taken it out of the rotation, it is a very good map but too many people won't have it; it's too late to put up a good link :S

Subject: Fan Map Night, Again!

Posted by [Beanyhead](#) on Fri, 15 Aug 2003 16:22:00 GMT

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bump
