
Subject: C&C_DMCenterTS is released.
Posted by [Aircraftkiller](#) on Thu, 28 Aug 2003 23:01:13 GMT
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<http://www.cncden.com>

Subject: C&C_DMCenterTS is released.
Posted by [Laser2150](#) on Thu, 28 Aug 2003 23:07:04 GMT
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Nice

Subject: C&C_DMCenterTS is released.
Posted by [TheMouse](#) on Sat, 30 Aug 2003 01:53:47 GMT
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from the readme:

Theatre: The interior of a glacier in Alaska

Description: A team deathmatch level set inside a temperate canyon, wherein lies a Nod Communications Center. Slaughter your opponents!

just thought i'd tell you if you didn't know already, ack.

Subject: C&C_DMCenterTS is released.
Posted by [Aircraftkiller](#) on Sat, 30 Aug 2003 02:06:05 GMT
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I was using the Glacier Flying readme... Missed that part. It doesn't matter, the description tells all.

Subject: C&C_DMCenterTS is released.
Posted by [General Havoc](#) on Sat, 30 Aug 2003 10:28:46 GMT
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Just 1 question relating to the terrain on that map. It looks like it was originally part of another map or something. On the original version there is the tunnel area blocked off by a plane with a texture on it - and it doesn't look so good as you could see behind it. If you opened it up in the W3D viewer you can see that it looks like it would have led to another area through the tunnel. On the new version you have unblocked it but put a barrier there. It just doesn't seem like it was meant to be a feature of the map?

Subject: C&C_DMCenterTS is released.
Posted by [Aircraftkiller](#) on Sat, 30 Aug 2003 11:45:43 GMT
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No, it's just an inaccessible tunnel, nothing more, nothing less.

Subject: C&C_DMCenterTS is released.
Posted by [TheMouse](#) on Sat, 30 Aug 2003 17:52:48 GMT
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fun. it would be kind of neat if the tunnel led to another building or something... or a field with recon bikes or something...

Subject: C&C_DMCenterTS is released.
Posted by [General Havoc](#) on Sat, 30 Aug 2003 20:10:56 GMT
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I was just curious because on the original the job of blocking it off was a bit poor. It was a plane with a box texture on it and you could see behind it. You would think if you made the map you would do a proper job of making it look finished off. But anyway that was the original.

Subject: C&C_DMCenterTS is released.
Posted by [Aircraftkiller](#) on Sat, 30 Aug 2003 21:23:34 GMT
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That's not how it originally looked.
