
Subject: C&C_Tobruk (Warpath Conversion #1)
Posted by [Halo38](#) on Sat, 08 Nov 2003 11:27:37 GMT
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Due to the ending of the Warpath mod because of the lose of lots of files I took the time to convert what work we had left to playable renegade maps.

This is the first map I ever made it's set on a beach around a central infantry only area where you can engage in a bit of trench warfare

<http://www.laeubi.de/halo38/?cat=maps>

Edit: these are my first 2 maps (created november last year) so don't compair them the bio & lava.

Subject: C&C_Tobruk (Warpath Conversion #1)
Posted by [Adavanze](#) on Sat, 08 Nov 2003 14:14:04 GMT
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It saves as a .HTML file again, but with the ending as .ZIP. They look good though.

Subject: C&C_Tobruk (Warpath Conversion #1)
Posted by [spreegem](#) on Sat, 08 Nov 2003 14:40:24 GMT
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Same thing here, it says the file extension is a .zip, but says it will save as an html document. I told it to save anyways, and it saved as a .zip, but the file size was 0 kb and it said that the file was dammaged when I double clicked it.

Subject: C&C_Tobruk (Warpath Conversion #1)
Posted by [laeubi](#) on Sat, 08 Nov 2003 19:57:42 GMT
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Wel.. sory guys my faut.. mesed up something with the SQL DB .. fixed now
