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Subject: C&C FieldTS Released  
Posted by [Aircraftkiller](#) on Sat, 29 Nov 2003 02:59:19 GMT  
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<http://www.cncden.com>

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Subject: C&C FieldTS Released  
Posted by [flyingfox](#) on Sat, 29 Nov 2003 03:01:32 GMT  
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Will you still be doing the Hourglass remake?

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Subject: C&C FieldTS Released  
Posted by [kopaka649](#) on Sat, 29 Nov 2003 03:33:06 GMT  
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looks good from the screenshots ,downloading now

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Subject: C&C FieldTS Released  
Posted by [boma57](#) on Sat, 29 Nov 2003 03:34:47 GMT  
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Looks awkward with no dirt around the structures.

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Subject: C&C FieldTS Released  
Posted by [warranto](#) on Sat, 29 Nov 2003 03:40:44 GMT  
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Not a big problem, but there none the less...

<http://www.n00bstories.com/image.view.php?id=1115084909&gallery=901>  
<http://www.n00bstories.com/image.view.php?id=1140755642&gallery=901>

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Subject: C&C FieldTS Released  
Posted by [flyingfox](#) on Sat, 29 Nov 2003 03:46:44 GMT  
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The Barracks main floor's PT's don't work

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If you want to release a fix for that, include this visual error: it's on the pathway leading towards the GDI base, the sidewalk.

<http://www.n00bstories.com/image.fetch.php?id=1065085459>

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Subject: C&C FieldTS Released  
Posted by [Aircraftkiller](#) on Sat, 29 Nov 2003 04:48:18 GMT  
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Got it, going to fix the Barracks right now, fix will be out by tomorrow.

All the vis errors reported will be fixed in 1.1.

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Subject: C&C FieldTS Released  
Posted by [Blazer](#) on Sat, 29 Nov 2003 08:38:00 GMT  
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Whoot thanks Ack! Are you going to do Under as well? It would be awesome to have a set of TS versions of all the official maps

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Subject: C&C FieldTS Released  
Posted by [Aircraftkiller](#) on Sat, 29 Nov 2003 08:49:36 GMT  
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Maybe... Probably not, though. The amount of work required to fix any official level is enormous and it's not really a fun process.

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Subject: C&C FieldTS Released  
Posted by [Blazer](#) on Sat, 29 Nov 2003 10:53:30 GMT  
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I realize that, maybe its just something that can be a rainy-day project, something you work on when you are bored or something. No rush

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Subject: C&C FieldTS Released  
Posted by [m1a1\\_abrams](#) on Sat, 29 Nov 2003 13:13:20 GMT  
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The field looks picturesque in the daylight, the waterfall in particular... well done.

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However, why did you remove the windows from the barn? The ladder is now climbable, but that window only allows you to shoot in one direction. The two ground-floor windows were very useful for a Raveshaw/Sydney to help hold the field against the enemy tanks.

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Subject: C&C FieldTS Released  
Posted by [mac](#) on Sat, 29 Nov 2003 16:41:28 GMT  
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I'm running a Server on Gamespy that runs  
C&C\_FieldTS  
C&C\_MinesTS  
C&C\_Golf\_Course only.

It's name  
"FieldTS & MinesTS only".

Have fun

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Subject: C&C FieldTS Released  
Posted by [Aircraftkiller](#) on Sat, 29 Nov 2003 18:00:08 GMT  
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m1a1\_abramsThe field looks picturesque in the daylight, the waterfall in particular... well done.

However, why did you remove the windows from the barn? The ladder is now climbable, but that window only allows you to shoot in one direction. The two ground-floor windows were very useful for a Raveshaw/Sydney to help hold the field against the enemy tanks.

Because I wanted to use the larger barn with more tactics required... Instead of "hide in barn, look out window, MRLS pumps six missiles into it, you're dead" most of the time.

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Subject: C&C FieldTS Released  
Posted by [kopaka649](#) on Sat, 29 Nov 2003 18:14:06 GMT  
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m1a1\_abramsThe two ground-floor windows were very useful for a Raveshaw/Sydney to help hold the field against the enemy tanks.  
they were also useful for n00bs to camp there with unlim ammo (glitch in game)

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Subject: C&C FieldTS Released  
Posted by [SomeRhino](#) on Mon, 01 Dec 2003 03:12:44 GMT

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Aircraftkiller, excellent work. I don't often post here anymore or even involve myself in the community much, but I logged in just to say that I'm very impressed with the map. It looks like you put tons of work into it, and I know what sort of work it would have required to pull that off. Very nice.

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Subject: C&C FieldTS Released  
Posted by [Alkaline](#) on Tue, 16 Dec 2003 00:54:52 GMT  
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What are teh TS versions of maps? they have choppers or something?

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Subject: C&C FieldTS Released  
Posted by [kopaka649](#) on Tue, 16 Dec 2003 01:29:08 GMT  
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redone version.. like 2.0  
for reference TS=Tiberian Sun

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Subject: C&C FieldTS Released  
Posted by [Aircraftkiller](#) on Tue, 16 Dec 2003 01:33:05 GMT  
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It means two things. Tiberian Sun, or in the case of non-TS looking levels, The Shit.

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