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Subject: BlackOps public beta  
Posted by [Anonymous](#) on Thu, 14 Nov 2002 18:36:00 GMT  
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You can get it here. before you play let me say this:1. this beta is NOT a full map2. VERY little of the material is done3. defense and assault buildings are only in the same base for testing reasons4. I do not want anyone who has the w3d importer to steal any material from this beta5. special thnx to booth and the creators of the royalty free models(only on in the beta so far)6. oh and please post any suggestions for the current units or units you would like to see

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Subject: BlackOps public beta  
Posted by [Anonymous](#) on Thu, 14 Nov 2002 18:37:00 GMT  
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oh, the turret is a sam site and its curenly on the nod team but will be gdi soonGDI=assaultNOD=defense

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Subject: BlackOps public beta  
Posted by [Anonymous](#) on Thu, 14 Nov 2002 18:38:00 GMT  
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i already know about the jeep slowly moving backwards when its parked

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Subject: BlackOps public beta  
Posted by [Anonymous](#) on Thu, 14 Nov 2002 18:44:00 GMT  
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ive hosted a serverBTW, ignore all of the maps other than island2.lsd cus the others dont have anything in them and could crash your game

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Subject: BlackOps public beta  
Posted by [Anonymous](#) on Thu, 14 Nov 2002 18:57:00 GMT  
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quote:Originally posted by Maimer1:oh, the turret is a sam site and its curenly on the nod team but will be gdi soonGDI=assaultNOD=defenseRemember, it's Nod, not NOD.Why are you calling this a beta? Betas tend to be at least 75% complete, from what you described, this mod has barely started and you're just releasing a 0.025 alpha stage.

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Subject: BlackOps public beta

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Posted by [Anonymous](#) on Thu, 14 Nov 2002 22:01:00 GMT

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quote:Originally posted by aircraftkiller2001: quote:Originally posted by Maimer1:oh, the turret is a sam site and its curently on the nod team but will be gdi soonGDI=assaultNOD=defenseRemember, it's Nod, not NOD.Why are you calling this a beta? Betas tend to be at least 75\% complete, from what you described, this mod has barely started and you're just releasing a 0.025 alpha stage.if you dont care then dont pay attention to it, otherwise... STFU

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Subject: BlackOps public beta

Posted by [Anonymous](#) on Fri, 15 Nov 2002 13:38:00 GMT

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what u said is that u didn't even download the mod and play it, and your making pointless post's ack...why not try and PLAY the mod, then judge it and post your thoughts

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Subject: BlackOps public beta

Posted by [Anonymous](#) on Fri, 15 Nov 2002 15:30:00 GMT

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\*bows before ACK and then stands up like a true jaffa and realises he has been worshipping a false map god\*

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Subject: BlackOps public beta

Posted by [Anonymous](#) on Fri, 15 Nov 2002 15:34:00 GMT

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quote:Originally posted by aircraftkiller2001: quote:Originally posted by Maimer1: quote:Originally posted by aircraftkiller2001: quote:Originally posted by Maimer1:oh, the turret is a sam site and its curently on the nod team but will be gdi soonGDI=assaultNOD=defenseRemember, it's Nod, not NOD.Why are you calling this a beta? Betas tend to be at least 75\% complete, from what you described, this mod has barely started and you're just releasing a 0.025 alpha stage.if you dont care then dont pay attention to it, otherwise... STFUOooh, big man, ignore everything I said and make up something that I never implied.Moron.oh, and when i said you dont care i implied that u didnt care about helping provide feedback

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Subject: BlackOps public beta

Posted by [Anonymous](#) on Fri, 15 Nov 2002 15:36:00 GMT

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oh, and congradulations, you replies have made you a n00b, again, congradulations

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Subject: BlackOps public beta  
Posted by [Anonymous](#) on Fri, 15 Nov 2002 20:36:00 GMT  
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Like I posted in the weapons thing I have an idea for a character (either replacing havoc night ops or a black hand) even though I havent downloaded the beta yet I will send you the drawn image.

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Subject: BlackOps public beta  
Posted by [Anonymous](#) on Sat, 16 Nov 2002 01:28:00 GMT  
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quote:Originally posted by Maimer1:oh, and congradulations, you replies have made you a n00b, again, congradulationsThe only n00b I see here is thou.

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Subject: BlackOps public beta  
Posted by [Anonymous](#) on Sat, 16 Nov 2002 03:01:00 GMT  
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Oi Ack, I dare you to say something nice for once.And im downloading something else right at the moment ill download the map as soon as i can.

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Subject: BlackOps public beta  
Posted by [Anonymous](#) on Sat, 16 Nov 2002 05:45:00 GMT  
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quote:Originally posted by aircraftkiller2001: quote:Originally posted by Maimer1:oh, and congradulations, you replies have made you a n00b, again, congradulationsThe only n00b I see here is thou.ACK, your losing popularity fast and if you keep it up youll be as infamous as the flyingbuzz, you truly are a n00b when you complain and critisize someone just because they released an early beta

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Subject: BlackOps public beta  
Posted by [Anonymous](#) on Sat, 16 Nov 2002 15:31:00 GMT  
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quote: \*bows before ACK and then stands up like a true jaffa and realises he has been worshipping a false map god\* someones been watching a bit to much stargate

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Subject: BlackOps public beta  
Posted by [Anonymous](#) on Sat, 16 Nov 2002 16:06:00 GMT

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hehe

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Subject: BlackOps public beta  
Posted by [Anonymous](#) on Sun, 17 Nov 2002 00:00:00 GMT  
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Subject: BlackOps public beta  
Posted by [Anonymous](#) on Sun, 17 Nov 2002 17:32:00 GMT  
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Subject: BlackOps public beta  
Posted by [Anonymous](#) on Tue, 19 Nov 2002 00:58:00 GMT  
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Sounds good!!! Sorry I am not around to help anymore, but I am very busy in school right now. Besides, I think I am going to make a different kind of mod that branches off the racing idea. It is something I am going to do alone, but if there are any vehicles you need made still, just post it here. I can make a vehicle; I love modelling vehicles.

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Subject: BlackOps public beta  
Posted by [Anonymous](#) on Tue, 19 Nov 2002 13:05:00 GMT  
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ACK do u always have to insult other's work. and when u say its Nod, how exaclly is it that in the team chosing state of the game both GDI and NOD are in caps? cant u just say good job for once. even if its not true, not that it isnt maimer loks cool,but the buggy...ya. god job-AvroAero

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Subject: BlackOps public beta  
Posted by [Anonymous](#) on Tue, 19 Nov 2002 15:42:00 GMT  
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was that a bad thing about the buggy or a compliment about it??? ive been thinking about making a normal jeep and replacing it

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Subject: BlackOps public beta  
Posted by [Anonymous](#) on Wed, 20 Nov 2002 13:34:00 GMT  
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i havent gotten the mail yet

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Subject: BlackOps public beta  
Posted by [Maimer](#) on Fri, 08 Aug 2003 14:39:57 GMT  
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god this is old...

dont flame me for bringing this back, BMCJ made me say sumthing

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Subject: BlackOps public beta  
Posted by [BMCJ](#) on Fri, 08 Aug 2003 14:42:07 GMT  
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i did? lol

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Subject: BlackOps public beta  
Posted by [Jaspah](#) on Fri, 08 Aug 2003 17:52:01 GMT  
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Huge-ass SPAM, Someone lock this please.

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Subject: BlackOps public beta  
Posted by [Maimer](#) on Fri, 08 Aug 2003 18:02:50 GMT  
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its just going to sink back into recessed pages anyways

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