
Subject: Glacier.mix

Posted by [SuperMidget](#) on Mon, 24 Oct 2005 14:58:04 GMT

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Like it or hate it? ("It LAGS too much" is not a valid excuse, I have a 733mgz processor with like 256mb ram and a DSL connection, lag shouldn't be a factor in making a decision like this)

I personally like it. I like the original way better then TS. The fact that you can hide C4 under snow is really cool, and the flying ability is neat, especially how you're inside a huge iceberg.

Subject: Re: Glacier.mix

Posted by [Kamuix](#) on Mon, 24 Oct 2005 15:04:24 GMT

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I like it, Its a very large complex level and i like the new Buildings!.

Subject: Re: Glacier.mix

Posted by [MrWiggles](#) on Mon, 24 Oct 2005 15:21:34 GMT

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its a fucking retarded map, imo

Subject: Re: Glacier.mix

Posted by [Spoony_old](#) on Mon, 24 Oct 2005 21:12:35 GMT

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It'd be a great map if there weren't so many bugs.

The C4 snow isn't a nifty trick, it's a bug and it's actually really annoying at times.

The GDI FPS bug is just horrible. Saying it lags too much is definitely a valid excuse for Glacier.

Subject: Re: Glacier.mix

Posted by [Renerage](#) on Mon, 24 Oct 2005 23:37:08 GMT

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MrWiggles wrote on Mon, 24 October 2005 11:21its a fucking retarded map, imo

I agree, copmletely stupid, its not that im being noob by saing i dont like the layout, but i dont like the layout i get lost all the time and usually end up going in cicles

Subject: Re: Glacier.mix
Posted by [Deathgod](#) on Tue, 25 Oct 2005 06:18:06 GMT
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It'd be a pretty fun map if it wasn't so full of shit. The layout is great, lots of tactics available, but the glitches ruin it.

Subject: Re: Glacier.mix
Posted by [mision08](#) on Wed, 26 Oct 2005 06:18:02 GMT
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Deathgod wrote on Tue, 25 October 2005 01:18The layout is great, lots of tactics available, but the glitches ruin it. The drive from the WF to the Nod entrance between the PP and ref is cool. The repair strips are worthless, but it is a good layout.

Subject: Re: Glacier.mix
Posted by [RTsa](#) on Wed, 26 Oct 2005 18:39:44 GMT
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Hmm...Glacier...

Haven't played it in a while, but I remember liking it. I didn't get lost because I knew the map. I have a good enough computer to handle it.

But yeah..the bugs really do ruin it. Nice map every now and then though.

Subject: Re: Glacier.mix
Posted by [SuperMidget](#) on Wed, 26 Oct 2005 21:22:39 GMT
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...What bugs? It's a great map imo.

Subject: Re: Glacier.mix
Posted by [flyingfox](#) on Thu, 27 Oct 2005 00:34:28 GMT
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It's a good map but the glitches ruin it. Running through a tunnel and suddenly tripping 5 or 6 mines that you didn't see...and were supposed to...is crap. It could change the course of the entire game session. Say you were a tech/hotwire, seen the mines as proper, disarmed them then went and blew up an enemy structure?

I don't mind too much the other things, like the mines being 'magnetically' attracted to the repair beam in the middle of the map. There have been loads of discussions on the FPS (frames per second) rate on glacier_flying and many have FPS problems on that map specifically.

Subject: Re: Glacier.mix
Posted by [mision08](#) on Thu, 27 Oct 2005 01:39:14 GMT
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Oh yeah, I like how the prox mines disappear in the snow. A mini mine field for some good times.

Subject: Re: Glacier.mix
Posted by [Goztow](#) on Thu, 27 Oct 2005 11:05:42 GMT
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Glacier TS is better, only a pity there's no flying there.

Subject: Re: Glacier.mix
Posted by [karmai](#) on Thu, 27 Oct 2005 13:52:15 GMT
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glacier_flying is a cool map in like 2v2, 3v3.. When you get much bigger the fps lag for me atleast is pretty bad. And any new maps that someone creates doesnt have shit on the maps that came with the game and the update..

Subject: Re: Glacier.mix
Posted by [Spoony_old](#) on Fri, 28 Oct 2005 12:56:00 GMT
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SuperMidget wrote on Wed, 26 October 2005 17:22...What bugs? It's a great map imo. uh, the GDI FPS bug, and the bug which causes mines to be invisible and undisarmable...

Subject: Re: Glacier.mix
Posted by [karmai](#) on Fri, 28 Oct 2005 13:51:02 GMT
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oh and the bug where if your orca/apache is flying as high as possible and you blow up, you get stuck on the top of the map. If you have a soldier with no c4, we might have a problem (because.. ya know.. soldier + orca is a leet combo)

Subject: Re: Glacier.mix
Posted by [Sniper_De7](#) on Fri, 28 Oct 2005 16:36:05 GMT
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I concur, even if you die in your copter you can begin shooting with a soldier often killing them in an instant

Subject: Re: Glacier.mix
Posted by [SuperMidget](#) on Mon, 31 Oct 2005 13:25:44 GMT
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Spoony wrote on Fri, 28 October 2005 08:56SuperMidget wrote on Wed, 26 October 2005 17:22...What bugs? It's a great map imo.
uh, the GDI FPS bug, and the bug which causes mines to be invisible and undisarmable...

SuperMidget
The fact that you can hide C4 under snow is really cool

So what if you can't disarm them, there's stragities you can use to get around that.

Subject: Re: Glacier.mix
Posted by [karmai](#) on Mon, 31 Oct 2005 14:50:19 GMT
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Sniper_De7 wrote on Fri, 28 October 2005 12:36I concur, even if you die in your copter you can begin shooting with a soldier often killing them in an instant
Yes, or what if you feel the need to evacuate your helicopter, you can always pull out your soldier-parachute.

Subject: Re: Glacier.mix
Posted by [Sniper_De7](#) on Mon, 31 Oct 2005 20:53:15 GMT
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you cant activate those on a laddered server

Subject: Re: Glacier.mix
Posted by [Renegade](#) on Tue, 01 Nov 2005 15:35:21 GMT
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-gets ready to duck-

theres soldier parachutes? ok, thats something new...
or was it sarcasm?

-ducks for cover-

Subject: Re: Glacier.mix
Posted by [SuperMidget](#) on Tue, 01 Nov 2005 18:28:37 GMT
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Sarcasm. Obviously.

Subject: Re: Glacier.mix
Posted by [Spoony_old](#) on Wed, 02 Nov 2005 21:50:33 GMT
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Sniper_De7 wrote on Mon, 31 October 2005 15:53you cant activate those on a laddered server
how do u get parachutes in ladered game

Subject: Re: Glacier.mix
Posted by [karmai](#) on Wed, 02 Nov 2005 22:43:02 GMT
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ARE YOU FUCKING RETARTED YOU FUCKING NOOB IVE ALREADY EXPLAINED IT LIKE
FOURTY TIMES

Subject: Re: Glacier.mix
Posted by [AADude7](#) on Thu, 03 Nov 2005 22:59:40 GMT
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Wow, you're like a walking flame tank.

BTW Spoony, read this;
SuperMidget wrote on Tue, 01 November 2005 09:28Sarcasm. Obviously.
You cannot activate them in laddered games because they are not in the game at all.

Subject: Re: Glacier.mix
Posted by [Spoony_old](#) on Fri, 04 Nov 2005 14:34:18 GMT
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dont change the subject, how to make mutant in ladder game ????????????????????

Subject: Re: Glacier.mix
Posted by [AADude7](#) on Fri, 04 Nov 2005 22:13:48 GMT
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Cant do that either. Only in non-laddered servers. There is no possible way to use mutants in laddered games.

Subject: Re: Glacier.mix
Posted by [Spoony_old](#) on Sun, 06 Nov 2005 13:43:00 GMT
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but how to make mutant in laddered game??

Subject: Re: Glacier.mix
Posted by [AADude7](#) on Sun, 06 Nov 2005 15:26:34 GMT
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You cant ever get mutants in laddered games.

Subject: Re: Glacier.mix
Posted by [Spoony_old](#) on Sun, 06 Nov 2005 17:33:19 GMT
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but in a ladder game, how do you get mutants

Subject: Re: Glacier.mix
Posted by [karmai](#) on Mon, 07 Nov 2005 02:20:40 GMT
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I've always wanted to know how to make mutants in a laddered game

Subject: Re: Glacier.mix
Posted by [mision08](#) on Mon, 07 Nov 2005 06:51:56 GMT
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The only way you can get a mutant in a ladder game is as follows. You purchase a Mendoza and an apache or a mobius and an orca, fly to the highest point above your teams power plant and

press E button, then the f2 button, then the f button, then the u button, then the c button, then the k button within a 5 second span. You respawn at the power plant purchase terminal and you can pick what ever mutant you like there. Works everytime.

Subject: Re: Glacier.mix
Posted by [AADude7](#) on Mon, 07 Nov 2005 19:47:07 GMT
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Spoony, its impossible. Like say you want to walk 1000000 MPH. Thats as impossible as making mutants in ladderred games. The point is, there is no possible way to get mutants. Ever. So dont even re-post in here since there is NO way to buy a mutant in ladderred games.

Subject: Re: Glacier.mix
Posted by [Jecht](#) on Mon, 07 Nov 2005 19:50:59 GMT
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He knows it's impossible, he's just fucking with you.

Subject: Re: Glacier.mix
Posted by [karmai](#) on Tue, 08 Nov 2005 01:35:01 GMT
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took you 3 pages to figure that out last time <3

Subject: Re: Glacier.mix
Posted by [Jecht](#) on Tue, 08 Nov 2005 01:43:18 GMT
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Figured I'd tell him before this one reached Three pages of:

Person A: 0mgz0r, liek wtf d0 j00 d0 2 g3t teh Mu7Antz 1n g4mE l4dd3reD!?!?!?!?

Person B: You Don't

Subject: Re: Glacier.mix
Posted by [MrWiggles](#) on Tue, 08 Nov 2005 18:22:37 GMT
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i dont think you guys understand spoony here...

Subject: Re: Glacier.mix
Posted by [Caveman](#) on Wed, 09 Nov 2005 08:04:53 GMT
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As for staying on TOPIC... Glacier is a great map, i still have it on my server's now, your all moaning about the minse disappering and not being able to repair them, well thats a lie you can see them and you can repair them..

The only glitch that pissing me off in that map is the chopper going underground,... if you dont know about it then good because it ruins the game

Subject: Re: Glacier.mix
Posted by [Spoonold](#) on Wed, 09 Nov 2005 15:53:44 GMT
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MrWiggles wrote on Tue, 08 November 2005 13:22i dont think you guys understand spoony here...
kinda like at CW.

Subject: Re: Glacier.mix
Posted by [flyingfox](#) on Thu, 10 Nov 2005 01:28:08 GMT
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The glitches we speak of aren't in C&C_glacier, they're in C&C_glacier_flaying_fukubigjakass. Glacier is a good map..

Subject: Re: Glacier.mix
Posted by [Caveman](#) on Thu, 10 Nov 2005 01:57:11 GMT
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Yes i am talking about glacier flying hence the chopper glitch, thought that might of cought you attention but obviously not.

Subject: Re: Glacier.mix
Posted by [karmai](#) on Thu, 10 Nov 2005 15:33:34 GMT
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considering that glacier doesnt even come with the game anymore, and absolutly NOBODY plays it.. I dont think anyone is confused about what map we're talking about

Subject: Re: Glacier.mix
Posted by [SuperMidget](#) on Thu, 10 Nov 2005 16:13:39 GMT
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It's on some MP servers

Subject: Re: Glacier.mix
Posted by [karmai](#) on Mon, 14 Nov 2005 14:53:37 GMT
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yeah but only newbies play in MP servers

Subject: Re: Glacier.mix
Posted by [Ma1kel](#) on Mon, 14 Nov 2005 22:36:20 GMT
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o rly

Subject: Re: Glacier.mix
Posted by [Jecht](#) on Tue, 15 Nov 2005 00:18:22 GMT
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yes, MP servers pretty much suck.

Subject: Re: Glacier.mix
Posted by [Renerage](#) on Wed, 16 Nov 2005 00:41:08 GMT
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gbull wrote on Mon, 14 November 2005 19:18yes, MP servers pretty much suck.

Doubled. I like Xphaze

Subject: Re: Glacier.mix
Posted by [Jecht](#) on Wed, 16 Nov 2005 00:53:30 GMT
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I like UNRULES and n00bstories.

Subject: Re: Glacier.mix

Posted by [karmai](#) on Wed, 16 Nov 2005 14:59:40 GMT

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I like 2v2's and 3v3's.

Subject: Re: Glacier.mix

Posted by [Lijitsu](#) on Wed, 16 Nov 2005 15:23:04 GMT

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gbull wrote on Tue, 15 November 2005 19:53 I like UNRULES

Subject: Re: Glacier.mix

Posted by [MrWiggles](#) on Wed, 16 Nov 2005 16:02:33 GMT

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i DID like xphaze, before they banned me for owning one of their mods

Subject: Re: Glacier.mix

Posted by [karmai](#) on Thu, 17 Nov 2005 14:50:16 GMT

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you're too cool

Subject: Re: Glacier.mix

Posted by [Aircraftkiller](#) on Tue, 13 Dec 2005 16:51:53 GMT

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Karmai, you're right. Glacier doesn't come with the game, since C&C_Glacier is a separate download you can get at http://www.cncden.com/ren_ackmaps.shtml.

Glacier Flying, on the other hand, is automatically installed when you patch the game to 1.037. I should know, considering I made the thing.
