
Subject: CnC_snow.lvl released
Posted by [reborn](#) on Tue, 06 Dec 2005 18:59:25 GMT
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The .lvl file for the map CnC_snow.mix has never been released. Until now...
AircraftKiller made this map and after formatting his hard-drive he lost it forever.

Well as part of the core-patch 2 map fixes I have had to remake the .lvl file for this map, and seeing as I have now completed the fixes for this map I thought I might aswell release it (without the b2b "fix" as the map author deems it not to be an exploit, but rather part of the original design, and a tactic).

So here is a screen-shot, and a link to the file, it includes all the way-paths, controllers, crate spawners, purchase terminals and other necessary presets. The start-up spawners and crate spawns are as close to the original file as possible. Enjoy

http://www.mp-gaming.net/cnc_snow.lvl.zip

Subject: Re: CnC_snow.lvl released
Posted by [Goztow](#) on Wed, 07 Dec 2005 07:32:07 GMT
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First of all, nice work! It must have been a biatch to do that...

But if I get this right: does this mean that Snow will now be open for cheap rip-offs who just add some guard towers and other stupid "add-ons" and call it snow_reloaded?

Subject: Re: CnC_snow.lvl released
Posted by [reborn](#) on Wed, 07 Dec 2005 07:57:27 GMT
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Yep, someone could do that now. And add a bunch of new vehichles and stuff.

But it also means that a server owner could use it to modify the map server side. Like add more start-up spawners for bigger servers, or completely stop the "base to base" tactic on that map.

Or it could just be used for people to learn a little from, I dunno.. I had to make the .lvl for some cp2 fixes so I thought I might aswell release it seeing as the default westwood maps are available for download and this is nearly a default Westwood map (it was originally made by a westwood employee, then was finished off by AircraftKiller. And it is in the core-patch).

Subject: Re: CnC_snow.lvl released
Posted by [Goztow](#) on Wed, 07 Dec 2005 08:29:06 GMT
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Reborn wrote on Wed, 07 December 2005 02:57seeing as the default westwood maps are available for download and this is nearly a default Westwood map
This might be overestimating the impact of CP1 a bit . Incredibly we still see the phenomen that a full server looses half of its players when we get to snow or siege in our rotation . The auto-announce linking to renmaps.com doesn't seem to convince people neather... They download useless stuff all day but downloading a map???

Subject: Re: CnC_snow.lvl released
Posted by [danpaul88](#) on Wed, 07 Dec 2005 11:38:47 GMT
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My main question is: will this cause problems if the server has (for example) the CP1 version of Snow, and the client has your version of Snow?

(assuming someone exported that .lvl into snow.mix)

Subject: Re: CnC_snow.lvl released
Posted by [reborn](#) on Wed, 07 Dec 2005 17:56:30 GMT
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It is not designed for client side, but yes you could turn it into a .mix file and run it on your client without any version mismatch. However renguard would boot you as it would detect that it has been tampered with.

However you can make some changes to the map and run it on the server, without causing any version mismatch, no matter if they are running default maps, or core-patch 1 maps.
It is more an oppurtunity for people running the core-patch rotation to mod the map a little if they want to.
