
Subject: Maps please!! Need some maps...
Posted by [Alkaline](#) on Mon, 13 Feb 2006 14:14:53 GMT
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Ok,

Their have been some map releases, some were wip and some have been completed, can anyone post a list of maps that were released in the last 5 months?

So far 2 of them (which are top-notch btw) are:

Last_Stand
Tib_cave2

I know their have been some more, so please post links to them.
Thanks!

Subject: Re: Maps please!! Need some maps...
Posted by [Dave Mason](#) on Mon, 13 Feb 2006 15:57:59 GMT
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<http://tiberios.justinpereira.com>

Check out some of Justin Pereira's maps. Nice stuff. I know Jeep Rubi has some aswell.

Don't check here often though so I'm not sure of any others.

Subject: Re: Maps please!! Need some maps...
Posted by [Kamuix](#) on Mon, 13 Feb 2006 16:15:40 GMT
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Please dont forget C&C_Colors
<http://www.geocities.com/renq5/>

Subject: Re: Maps please!! Need some maps...
Posted by [JeepRubi](#) on Mon, 13 Feb 2006 17:19:39 GMT
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I have some

C&C_Tiberium_wasteland

C&C_Twilight

My next map should be pretty cool (I hope)Thread HERE

Subject: Re: Maps please!! Need some maps...

Posted by [BlazeDragoon](#) on Mon, 13 Feb 2006 19:44:39 GMT

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Lol trippy map Buckery.If I remember correctly he only hosts AOW maps though:(.Also it doesn't look like you finished it?! I noticed the map had some stairs u couldn't go up and that it suddenly cut off.Also stairs could use some work.If you ever work on it finish it and stuff I would be glad to host it on <http://www.blazemods.com>

Subject: Re: Maps please!! Need some maps...

Posted by [Kamuix](#) on Mon, 13 Feb 2006 23:25:08 GMT

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Teh maps uber yea. Fairenough

Subject: Re: Maps please!! Need some maps...

Posted by [BlazeDragoon](#) on Tue, 14 Feb 2006 00:18:06 GMT

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I bothered you about the maps already but I'll post them ehre anwyays .

Aurora:

<http://www.blazemods.com/downloads/index.php?act=view&id=5>

VolcanoEVO:

<http://www.blazemods.com/downloads/index.php?act=view&id=11>

Subject: Re: Maps please!! Need some maps...

Posted by [Alkaline](#) on Tue, 14 Feb 2006 00:36:06 GMT

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Jeep,

Tiberium_Wasteland seems to have a map conflict or something is missing, the terrain does not show up once you load the map Did you include the terrain files in the map?

Subject: Re: Maps please!! Need some maps...

Posted by [JeepRubi](#) on Tue, 14 Feb 2006 01:12:34 GMT

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Yes, i know. It has a conflict with C&C_Delta, the terrain has the same name.

Subject: Re: Maps please!! Need some maps...

Posted by [BlazeDragoon](#) on Tue, 14 Feb 2006 03:36:56 GMT

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Err...the texture?If so just get the texture from that one if it is the same one and use it,that way the maps will not conflict.

Subject: Re: Maps please!! Need some maps...

Posted by [jonwil](#) on Tue, 14 Feb 2006 05:21:12 GMT

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Right now, the only official way to get Last_Stand is to download Core Patch 2 Release Candidate 1.

Subject: Re: Maps please!! Need some maps...

Posted by [Aircraftkiller](#) on Tue, 14 Feb 2006 06:07:45 GMT

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Which doesn't fucking work since your patch installer somehow ignores everything related to the data folder and prevents us from installing it.

Subject: Re: Maps please!! Need some maps...

Posted by [DreamWraith](#) on Tue, 14 Feb 2006 06:10:36 GMT

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Aircraftkiller wrote on Tue, 14 February 2006 00:07Which doesn't fucking work since your patch installer somehow ignores everything related to the data folder and prevents us from installing it.

Wow, bitter, mean, and angry.

Maybe that should be posted in the designated support forum, and without the "fucking". Might see a better response.

Subject: Re: Maps please!! Need some maps...
Posted by [Aircraftkiller](#) on Tue, 14 Feb 2006 06:49:39 GMT
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I've been waiting for like a week for this to get fixed. Jonwil keeps saying "change patch version", people try to help, and generally it's not getting anywhere. I'm tired of waiting, a release candidate should be able to install at the very least!

Subject: Re: Maps please!! Need some maps...
Posted by [jonwil](#) on Tue, 14 Feb 2006 08:47:59 GMT
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I will be providing more information/files to help people with out as soon as I can.

Subject: Re: Maps please!! Need some maps...
Posted by [Alkaline](#) on Wed, 15 Feb 2006 00:53:12 GMT
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Alkaline wrote on Mon, 13 February 2006 19:36Jeep,

Tiberium_Wasteland seems to have a map conflict or something is missing, the terrain does not show up once you load the map Did you include the terrain files in the map?

Jeep, is there anyway you can fix this? I really liked the map, had to delete delta to play it...

Much rather have this then delta but a lot of people will have a conflict with it and wont' be able to play...

Please fix it if you can, would rock as with a lot of players

Subject: Re: Maps please!! Need some maps...
Posted by [JeepRubi](#) on Wed, 15 Feb 2006 01:23:43 GMT
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Ill try.....

Edit: Sorry, I cant. I deleted the .lvl by mistake awhile back when i was cleaning out my leveledit folder. You could either ask the maker of delta to try and change it or have insructions to delete delta if you have it and take it out of the map pack. You could always just leave tiberium wasteland out.....

Subject: Re: Maps please!! Need some maps...

Posted by [BlazeDragoon](#) on Wed, 15 Feb 2006 02:19:20 GMT

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Jeep Rubi wrote on Tue, 14 February 2006 19:23Ill try.....

Edit: Sorry, I cant. I deleted the .lvl by mistake awhile back when i was cleaning out my leveledit folder. You could either ask the maker of delta to try and change it or have insructions to delete delta if you have it and take it out of the map pack. You could always just leave tiberium wasteland out.....

Um,I wanna give fixing it a try with your permission?

Subject: Re: Maps please!! Need some maps...

Posted by [JeepRubi](#) on Wed, 15 Feb 2006 02:22:20 GMT

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Sure, you can try to fix it. Good luck

Subject: Re: Maps please!! Need some maps...

Posted by [BlazeDragoon](#) on Wed, 15 Feb 2006 02:36:30 GMT

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Jeep can I get your aim or msn?

Subject: Re: Maps please!! Need some maps...

Posted by [PaRaDoX](#) on Thu, 16 Feb 2006 05:17:19 GMT

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make sure your W3D file is the same name as the mix or it will not work

Subject: Re: Maps please!! Need some maps...

Posted by [JeepRubi](#) on Thu, 16 Feb 2006 13:40:35 GMT

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Ive made the w3d a different name than the .mix and it still worked...

Subject: Re: Maps please!! Need some maps...

Posted by [Alkaline](#) on Thu, 16 Feb 2006 19:00:13 GMT

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ya... unfortunatley while I really wanted to have tiberium waste land...its going to cause a lot of porblems with people that have delta

Maybe we will just have to take delta out, in the meantime hopefully Blaze can make a fix so that the map doesn't cuase a conflict with delta.

Subject: Re: Maps please!! Need some maps...
Posted by [Naamloos](#) on Thu, 16 Feb 2006 22:38:04 GMT
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I will try to fix up my SnowStorm map, aswell as Assault Beta 2.0 as soon as I get the time to do so. I hope that will be next week.

After that I will take some time to create "normal" renegade maps instead of co-op or 'too' large maps...
