
Subject: Fix Siege?

Posted by [Goztow](#) on Wed, 29 Mar 2006 12:49:15 GMT

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Is there anyone that could fix the bugs on the map Siege? I'm thinking mostly of the fact that you can get to the barracks and power plant of gdi and the nod power plant on foot. It's just very annoying.

So if someone could do this, i would be very grateful! Let me know.

Subject: Re: Fix Siege?

Posted by [Ma1kel](#) on Wed, 29 Mar 2006 13:08:00 GMT

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Learn how to use LvlEdit and add a GT and Turret to the map?

Subject: Re: Fix Siege?

Posted by [Goztow](#) on Wed, 29 Mar 2006 13:40:19 GMT

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If I'm well informed, i'd need the source file for that? Maybe I'm not well informed. I don't know how to use it and come to ask for help. If you ask me for help to do something, i ain't gonna say "learn how to do it", am I?

Subject: Re: Fix Siege?

Posted by [AmunRa](#) on Wed, 29 Mar 2006 21:50:11 GMT

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just use xcc mixer to take it apart, then edit it

Subject: Re: Fix Siege?

Posted by [matty3k10](#) on Thu, 30 Mar 2006 16:30:36 GMT

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I made a fix for that a while back, I will post it if I can find it

Subject: Re: Fix Siege?

Posted by [Goztow](#) on Thu, 30 Mar 2006 17:29:42 GMT

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matty3k10 wrote on Thu, 30 March 2006 11:30I made a fix for that a while back, I will post it if I can find it
Thanks!

Subject: Re: Fix Siege?
Posted by [Spice](#) on Thu, 30 Mar 2006 19:43:54 GMT
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I have the gmax source file someplace.

Subject: Re: Fix Siege?
Posted by [matty3k10](#) on Thu, 30 Mar 2006 22:27:03 GMT
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Anyone have a place I can upload it to?

Subject: Re: Fix Siege?
Posted by [Goztow](#) on Fri, 31 Mar 2006 06:39:47 GMT
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yes, zip it and upload it to this forum. It accepts files up to 16 MB

Subject: Re: Fix Siege?
Posted by [matty3k10](#) on Fri, 31 Mar 2006 16:53:25 GMT
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I did zip it and when I tried last night I think it said the max file size was about 1mb, I'll try again when I get home.

If that doesn't work I can send it over IRC or MSN I guess

Subject: Re: Fix Siege?
Posted by [matty3k10](#) on Sat, 01 Apr 2006 00:19:46 GMT
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Try downloading it here.

Subject: Re: Fix Siege?

Posted by [Goztow](#) on Mon, 03 Apr 2006 06:36:24 GMT

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Nvm, it has a readme .

Subject: Re: Fix Siege?

Posted by [rc22fires](#) on Tue, 04 Apr 2006 04:49:32 GMT

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Instead of using XpHaZe's site to post a file on this forum. Which is kinda rude robbing their bandwidth! , why don't you use a free host. I mean there are great hosts for all kinds of things so you don't have to do noobish things like that again. Sites that use Mkportal like XpHaZe are slow as it is anyway....

Use thinsgs like.

imageshack.us - For Images

zippyvideos.com - For Videos

storeandserve.com - For any file types

Subject: Re: Fix Siege?

Posted by [Tunaman](#) on Tue, 04 Apr 2006 23:06:27 GMT

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Rofl, Matty is like one of the owners of XpHaZe.

By the way, how is the glitch fixed in that map?

Subject: Re: Fix Siege?

Posted by [matty3k10](#) on Wed, 05 Apr 2006 03:04:55 GMT

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I just moved the AGT guns a little so they can see anyone trying to sneak in from the back.
