
Subject: [map]C&C_GDI_Survival
Posted by [Brandon](#) on Sat, 08 Sep 2007 02:52:57 GMT
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<http://hosted.filefront.com/WWGaming>

GDI Survival is a new map that R315r4z0r helped make possible for me. It's nothing too special to brag about because it's kinda basic, however, it has some nice features included though. I'll mainly be using the map to make Survival modes and Liberation modes (special game mods). It'll be server side on this map of course.

If you want to encryption key to the source please be sure to visit World Wide Help (now known as World Wide Gaming; WW-Gaming). Register on the forums and PM me there or make a post.

Subject: Re: C&C_GDI_Survival
Posted by [R315r4z0r](#) on Sat, 08 Sep 2007 04:03:32 GMT
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R315r4z0r = Me

Subject: Re: C&C_GDI_Survival
Posted by [Veyrdite](#) on Sat, 08 Sep 2007 07:42:41 GMT
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Missing texture on gt legs and the wall objects need NotTargetable enabled in LE. Also need to use different texture in tunnel, as well as tessellating the tunnel.

Other than that its not bad. The level would be better if it was night.

Subject: Re: C&C_GDI_Survival
Posted by [R315r4z0r](#) on Sat, 08 Sep 2007 16:43:36 GMT
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OMG! Web! I forgot to post that screen shot of the missing textures! Sorry

Subject: Re: C&C_GDI_Survival
Posted by [Brandon](#) on Tue, 11 Sep 2007 05:07:01 GMT
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Nod version will be at night

R315r4z0r, get me those missing textures.

Subject: Re: C&C_GDI_Survival
Posted by [R315r4z0r](#) on Tue, 11 Sep 2007 18:55:54 GMT
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You should be able to find out the name of the textures from the model.

Subject: Re: [map]C&C_GDI_Survival
Posted by [Distrbd21](#) on Sun, 25 Oct 2009 05:14:46 GMT
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bump anyone know where i can get the source?

Subject: Re: [map]C&C_GDI_Survival
Posted by [Tupolev TU-95 Bear](#) on Sun, 25 Oct 2009 10:06:57 GMT
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yay the WorldWide Help link is dead

Subject: Re: [map]C&C_GDI_Survival
Posted by [ChewML](#) on Sun, 25 Oct 2009 18:01:36 GMT
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Is this the map they have been playing on st0rm mix server?

Subject: Re: [map]C&C_GDI_Survival
Posted by [Tupolev TU-95 Bear](#) on Sun, 25 Oct 2009 18:52:18 GMT
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yeah

Subject: Re: [map]C&C_GDI_Survival
Posted by [Distrbd21](#) on Mon, 26 Oct 2009 02:33:55 GMT
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ya but they have the server files.

files that are not in the map that is why it don't work in lan it only works on a server that has the files to it.
