
Subject: [Map overview]'s Cairo, Last_Stand, and Terrace
Posted by [Titan1x77](#) on Mon, 21 Mar 2011 00:34:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hud.ini settings included in zip.

// 1st: Extract the 3 included .dds files to your data folder

// 2nd: Add (copy n paste) these settings below or above other maps in HUD.ini

[C&C_Cairo.mix]

ScrollingMapTexture=C&C_Cairo.dds

ScrollingMapOffsetX=0

ScrollingMapOffsetY=0

ScrollingMapScale=1.17

ScrollingMap=true

[C&C_Terrace.mix]

ScrollingMapTexture=C&C_Terrace.dds

ScrollingMapOffsetX=0

ScrollingMapOffsetY=0

ScrollingMapScale=1.1

ScrollingMap=true

[C&C_Last_Stand.mix]

ScrollingMapTexture=C&C_Last_Stand.dds

ScrollingMapOffsetX=0

ScrollingMapOffsetY=0

ScrollingMapScale=0.84

ScrollingMap=true

Wasn't easy to get them just right... as close to perfect as my sanity would get them.

File Attachments

1) [2011-03-20_201930.jpg](#), downloaded 1296 times



2) [Cairo-LastStand-Terrace.zip](#), downloaded 300 times

Subject: Re: [Map overview]'s Cairo, Last_Stand, and Terrace

Posted by [ArtyWh0re](#) on Mon, 21 Mar 2011 16:34:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

Wikid . I loved your maps and it is great that you had the time to make them compatible with the new hud.

Subject: Re: [Map overview]'s Cairo, Last_Stand, and Terrace

Posted by [reborn](#) on Tue, 22 Mar 2011 15:23:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

It's very cool that you took the time to revisit the maps, I just wonder why you did?

Subject: Re: [Map overview]'s Cairo, Last_Stand, and Terrace

Posted by [halo2pac](#) on Wed, 23 Mar 2011 04:36:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

May I include these with HaloBot?

<http://www.youtube.com/watch?v=vB69yEYuoIQ>

<http://www.youtube.com/watch?v=TbfIF0aAZM0>

Subject: Re: [Map overview]'s Cairo, Last_Stand, and Terrace

Posted by [Goztow](#) on Wed, 23 Mar 2011 09:57:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

reborn wrote on Tue, 22 March 2011 16:23It's very cool that you took the time to revisit the maps, I just wonder why you did?

How often are these maps played anyway?

Subject: Re: [Map overview]'s Cairo, Last_Stand, and Terrace

Posted by [Gen_Blacky](#) on Wed, 23 Mar 2011 10:32:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

Very rarely now days Titan1x77 made a few nice maps.

Subject: Re: [Map overview]'s Cairo, Last_Stand, and Terrace

Posted by [F1r3st0rm](#) on Wed, 23 Mar 2011 22:26:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

They should be in the original rotation, I loved last_stand it's a sick map

Subject: Re: [Map overview]'s Cairo, Last_Stand, and Terrace

Posted by [Titan1x77](#) on Thu, 24 Mar 2011 06:07:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

Reborn, I was wondering why I did myself... Mainly because of what Goz said, they aren't even played anymore. Just felt like trying too, also My Xbox was sent out for repairs (red ring) So I was bored and had been playing some Ren again.

Thanks Firestorm, I agree.

Sure Halo! Cool bot u got there.

Hopefully Someday they will be back with TT, then again im not sure if TT will have a HUD with radar overviews?? But I found that out after I had made these, oh well... maybe someone will get use out of them.

My Xbox is back now, but I still have a place in my heart for Renegade.

Subject: Re: [Map overview]'s Cairo, Last_Stand, and Terrace
Posted by [Hypnos](#) on Thu, 24 Mar 2011 06:40:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Good work lad.

Good maps, just a shame they're not played nowadays.

Subject: Re: [Map overview]'s Cairo, Last_Stand, and Terrace
Posted by [Distrbd21](#) on Thu, 31 Mar 2011 19:23:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

Titan

your maps are always played on St0rm mix maps.

Subject: Re: [Map overview]'s Cairo, Last_Stand, and Terrace
Posted by [GEORGE ZIMMER](#) on Mon, 04 Apr 2011 12:59:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

Nice! Always did love your maps- I'm hoping they'll be played a lot more when TT is out

Subject: Re: [Map overview]'s Cairo, Last_Stand, and Terrace
Posted by [slosha](#) on Fri, 08 Apr 2011 04:48:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

Distrbd21 wrote on Thu, 31 March 2011 14:23Titan

your maps are always played on St0rm mix maps.

Who plays on that server nowadays?

Subject: Re: [Map overview]'s Cairo, Last_Stand, and Terrace
Posted by [Gohax](#) on Fri, 08 Apr 2011 15:55:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

They get a few people every now and then. Not enough to classify the server as active, though.

Subject: Re: [Map overview]'s Cairo, Last_Stand, and Terrace
Posted by [Distrbd21](#) on Fri, 08 Apr 2011 20:56:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

the aow stays busy but the mix is slowly dieing off and so is the co-op but so is renegade and that is what you get when people find better fps games i play ren but am starting to play mw2 again.

Subject: Re: [Map overview]'s Cairo, Last_Stand, and Terrace

Posted by [Spyder](#) on Fri, 08 Apr 2011 22:29:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

Distrbd21 wrote on Fri, 08 April 2011 22:56the aow stays busy but the mix is slowly dieing off and so is the co-op but so is renegade and that is what you get when people find better fps games i play ren but am starting to play mw2 again.

St0rm servers have asshole mods that don't do anything about hackers. Even some of their mods have been caught hacking, but then they just turned a blind-eye or said "He's played here for a long time and is therefore a trusted player. He doesn't hack, stop whining".

It's their own fault.
