Subject: C&C Bunkers 2.0 Released
Posted by Aircraftkiller on Mon, 05 May 2003 11:13:28 GMT
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Just wanted to let everyone know that C&C Bunkers is released.

If you're not aware... C&C Bunkers is now the first map (Not in a package format, as I did that with Country Meadows 1.2 over a year ago.) to feature purchasable Recon Bikes in place of the Nod APC.

Head over to The Pits to download it!

Please note that you will need to delete all earlier versions of C&C Bunkers, and the C&C_Bunkers.thu file that Renegade generates in your Renegade\data directory.

http://renegade.the-pitts.net/index.php?act=ST&f=2&t=2458&s=87c1ac477849e6765aeeeb34c2b5f2e4

Subject: C&C Bunkers 2.0 Released
Posted by Try_lee on Mon, 05 May 2003 14:29:39 GMT
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WOOHOO! I like how your skill to create great maps improves over time.

Edit: I just tried a LAN game and when buying vehicles as Nod, nothing happens. I hear unit ready, but nothing...
Did I break it? It looks like the vehicles are appearing in a wall near the Nod base!

Subject: C&C Bunkers 2.0 Released
Posted by maytridy on Mon, 05 May 2003 20:05:24 GMT
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You messed up your scritps somehow, this happened to me with the RA mod and Conquest winter, you havr to re-install\DL them.

This map is truly awesome. Ya'll should download it!

Subject: C&C Bunkers 2.0 Released
Posted by Try_lee on Mon, 05 May 2003 20:23:35 GMT
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YAY! Thank you!

I've spotted a new problem though, there's a PT in the barracks that is at 90 degrees to the wall,

where it should be.

Subject: C&C Bunkers 2.0 Released
Posted by Xtrm2Matt on Mon, 05 May 2003 20:39:31 GMT
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Try_leeYAY! Thank you!

I've spotted a new problem though, there's a PT in the barracks that is at 90 degrees to the wall, where it should be.

Just found that

Theres also one in the Nod Power Plant on River_Canyon, just a heads up

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Subject: C&C Bunkers 2.0 Released
Posted by Aircraftkiller on Mon, 05 May 2003 21:27:30 GMT
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Find me bigger problems and I'll fix those minor ones.

Subject: C&C Bunkers 2.0 Released
Posted by Duke of Nukes on Mon, 05 May 2003 22:24:18 GMT
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nice...much better without the base defenses