
Subject: C&C MinesTS is released
Posted by [Aircraftkiller](#) on Fri, 31 Oct 2003 01:23:35 GMT
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<http://www.cncdn.com/>

Subject: C&C MinesTS is released
Posted by [Jaspah](#) on Fri, 31 Oct 2003 02:52:24 GMT
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Lookin' good.

Subject: C&C MinesTS is released
Posted by [Wild1](#) on Fri, 31 Oct 2003 04:10:43 GMT
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Another? Geez, I think I might need a bigger harddrive.

Subject: C&C MinesTS is released
Posted by [Blazer](#) on Fri, 31 Oct 2003 07:01:16 GMT
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sweet! :bigups:

Subject: C&C MinesTS is released
Posted by [PsycoArmy](#) on Fri, 31 Oct 2003 09:18:24 GMT
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Have you tried anything unrealistic and original?

Subject: C&C MinesTS is released
Posted by [NHJ BV](#) on Fri, 31 Oct 2003 10:06:56 GMT
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Nice!

Subject: C&C MinesTS is released
Posted by [m1a1_abrams](#) on Fri, 31 Oct 2003 14:14:19 GMT

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Great map, much improved. I love the new building interiors from Golf Course because each building has it's own theme. The interior of the Refinery has furnaces and the Power Plant shows the power being generated... great stuff The GDI flag outside the Barracks is also a nice touch. I did wonder though, why the Barracks doesn't have any bunk beds like the Hand does in the bottom floor?

Thankfully, you can now get from one side of the mines to the other without having to go through the Tiberium. Speaking of tunnels however, I noticed that Nod can get inside the War Factory from any of the other GDI buildings, but there's only one way for GDI to get into the Airstrip. This seems a bit unfair to me, considering Nod already has the stealth advantage on maps without base defences. GDI can lon the strip from the tunnels
<http://www.angelfire.com/mech/challenger/ionstrip.gif> ...but I only managed to damage it by 25%, even though it was aimed at the center. I don't understand why you didn't put Guard Towers and Turrets on this map, because at least then Nod would have to destroy the Guard Towers before it could use Stealth Black Hands.

Subject: C&C MinesTS is released
Posted by [bigjoe14](#) on Fri, 31 Oct 2003 14:33:24 GMT
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PsycoArmyHave you tried anything unrealistic and original?
C&C Mars and C&C Golf Course are two that I can think of right off the bat. They both can be found at the site ACK posted, CNC Den.

Subject: C&C MinesTS is released
Posted by [TheMouse](#) on Fri, 31 Oct 2003 15:41:18 GMT
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were we supposed to read this?

(if that shows up as a red X, go here:
<http://www.n00bstories.com/image.fetch.php?id=1024826007>

Subject: C&C MinesTS is released
Posted by [Aircraftkiller](#) on Fri, 31 Oct 2003 18:27:36 GMT
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m1a1_abramsGreat map, much improved. I love the new building interiors from Golf Course because each building has it's own theme. The interior of the Refinery has furnaces and the

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I was thinking about putting light defenses in, but that didn't last very long. The reason being: I had so many complaints about "hill b2b c4mporz r laem" that I figured I might as well leave all base defense out so the MRLS on the hill could be countered.

I didn't add another level to the Airstrip because it already has two, and it would lose its Lightscape rendering if I were to fuck around with it in Max and re-export it to W3D with an additional floor. The second floor is accessible via the elevator in the control tower. Plant a beacon up there and that Airstrip isn't going to be bringing in any more vehicles.

And it's not a War Factory, it's a Weapons Factory. Big difference there.

Subject: C&C MinesTS is released
Posted by [m1a1_abrams](#) on Fri, 31 Oct 2003 20:08:01 GMT
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Yeah, it's a shame that often a map that's had a lot of work put into it doesn't get played on any servers, because somebody decides that it's a "camper map".

If you're hitting enemy structures from inside your own base under the protection of the base defences, then fine, that's taking advantage of an unintentional map bug. However, lots of people have a problem with simply using the artillery pieces to hit enemy structures from long range... but what else are you supposed to use them for? They're no good against vehicles and there's a reason why the Artillery and MRLS have such a long range. In both real life and the game, they're designed to bombard fixed targets from a great distance :rolleyes:

Subject: C&C MinesTS is released
Posted by [flyingfox](#) on Fri, 31 Oct 2003 20:18:34 GMT
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Actually, the biggest problem around with maps not being played these days is due to the lack of people willing to download them, or find out how to download them.

Subject: C&C MinesTS is released
Posted by [OrcaPilot26](#) on Fri, 31 Oct 2003 20:28:22 GMT
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Why do I get the feeling this map will be too laggy online because of the elevators?

Subject: C&C MinesTS is released
Posted by [Aircraftkiller](#) on Fri, 31 Oct 2003 22:35:45 GMT
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Why do I get the feeling that you're wrong, and that I've used elevators in a great deal of levels before this?

Country Meadow had elevators in it, for the Power Plants and Construction Yards. No problems there.

Golf Course had elevators just like this does. No problems there.

The only "lag" anyone notices is the same as what you would normally see.

Subject: C&C MinesTS is released
Posted by [General Havoc](#) on Sat, 01 Nov 2003 00:08:02 GMT
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OT: Presumption makes for bad designs 99% of the time.

Subject: C&C MinesTS is released
Posted by [Aircraftkiller](#) on Sat, 01 Nov 2003 00:39:19 GMT
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I hope you're referring to OrcaPilot and not myself.

I've tested elevators extensively online - the only "lag" I noticed is what I would see doing the same action the elevator is attempting to do - like climb up a narrow stairway to get to the top level of a building. If anything, that has more latency and it takes MORE TIME to accomplish the same feat.

I'm sure you can deal with elevators glitching sometimes, as opposed to the "take 20 seconds to go up a stairway because you keep warping back to the same point."

Subject: C&C MinesTS is released
Posted by [Spice](#) on Wed, 05 Nov 2003 20:58:52 GMT

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country meadow was one of the best maps ive seen too bad no one will put it on there servers.
but this minesTS is awsome

Subject: C&C MinesTS is released
Posted by [frijud](#) on Thu, 06 Nov 2003 00:45:55 GMT
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Downloaded it...

Played it...

Loved it...
