
Subject: Stowaway

Posted by [Garth8422](#) on Thu, 10 Apr 2003 01:54:35 GMT

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Beanyhead and Stonerook have a copy of my attempt to convert Mission4 into a MP DM map.

I just uploaded it to cncammo.com so It will be up in a couple

I just stripped all the SP stuff from the FTP DL SP pack for M4 and added all the MP stuff it needed. I added 4 Purchase Terminals for each team also using the MP PT Model and retexturing it with GDI/Nod Logos.

I had to create Standard Keycard spawners at each player spawnpoint because I didnt want a PKG edit of the levelsetting.

I styled it in a Deathmatch format with lots of weapon spawners all over the ship.

Beany says it might not run on FDS because I didnt start with a W3d?

I dunno if it works on FDS Because I BETA tested on MPLAN.

anyway look for C&C_Stowaway at <http://www.cncammo.com> soon

BTW no screenies required because its the map from Mission4 duhhhhhhh
(the ship mission)
