
Subject: Re: bad Nod spawn location in HON on cnc_under.mix?

Posted by [Blazer](#) on Fri, 11 Nov 2005 00:19:10 GMT

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Reborn wrote on Thu, 10 November 2005 03:05Blazer wrote on Wed, 09 November 2005 18:38Zunnie gave us a fixed Canyon map, did he get that from you? I hope you guys aren't wasting effort working on the same things

Well I asked him about this when Mac told me, Zunnie reckons the only maps he submitted to you was from a long ass time ago.

I am going to need the remaining .lvl files from the core-patch 1 maps if you want me to include all the previous fixes in this version.

Hmm October 28th is when he gave it to me, here's what he gave me:

```
[root@blazer01 canyon]# ls -sCFR
```

```
mix file/  screenies of change/  source lvl files for canyon/
```

```
./mix file:
total 11208
11208 C&C_Canyon.mix
```

```
./screenies of change:
total 4132
840 GDI-ref-zone-2.jpg  920 Nod-ref-zone-2.jpg  688 war-factory-bug.jpg
784 GDI-ref-zone.jpg   900 Nod-ref-zone.jpg
```

```
./source lvl files for canyon:
total 2920
 4 asset_report.txt 1440 c&c_canyon.lsd
48 c&c_canyon.ldd   1428 c&c_canyon.lvl
```

If you don't have anything extra to fix than this in Canyon, we can save you some effort and just use Zunnies.
