Subject: The KOSs2 mappack: want your map in it? Posted by Goztow on Wed, 23 Aug 2006 11:47:13 GMT

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These are the maps currently included in the mappack that The KOSs2 will make availlable for download as one zip-file soon.

This basically are all .mix-files in my own data-folder. I am aware I don't have many of the real new maps. Therefor I ask you which maps you'd like us to add.

The only thing i need is the link to where to download the .mix - file.

The download will be available in one week, so please reply before the 1st of september.

## File Attachments

1) ac.png, downloaded 560 times

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Command and Conquer: Renegade Official Forums

C&C\_AD\_Gateshead.mix C&C\_Aftermath.mix C&C\_Compound.mix 🔟 C&C\_AI\_can.mix 🔟 C&C\_Conquest\_Island.mix 🗖 C&C\_AI\_Garden.mix 🔟 C&C\_Conquest\_Winter.mix 🔟 C&C\_Airbase.mix 🔟 C&C\_Country\_Meadow.mix 🔟 C&C\_Alpine.mix 🔟 C&C\_Country\_Side.mix 🔟 C&C\_Antarctica.mix 🔟 C&C\_Cover of Night v1.2.mix C&C\_Area51\_DM.mix 🔟 C&C\_CrashSite.mix 🗖 C&C\_Arena.mix 🔟 C&C\_CTF\_Canyon.mix 🗖 C&C\_AwpMap.mix C&C\_CTF\_Complex.mix 🗖 C&C\_Base.mix 🔟 C&C\_CTF\_Islands.mix 🔟 C&C\_Base\_DM.mix 🔟 C&C\_CTF\_Map1.mix 🗖 C&C\_BasinTS.mix 🔟 C&C\_CTF\_Volcano.mix ■ C&C\_BattleCreek.mix 🔟 C&C\_CTF\_Walls.mix C&C\_BattleField.mix
 □ C&C\_CTFCY.mix 🗟 C&C\_Battleground.mix 🔟 C&C\_CYTeamDM.mix 🗖 C&C\_Beach.mix 🗖 C&C\_Belagerung.mix 🔟 C&C\_BetaV3.mix 🗖 C&C\_Big\_Walls.mix d C&C\_Bio.mix 🔟 C&C\_Bot\_Islands.mix C&C\_BoxedInV4.mix 🗖 C&C\_bridge.mix 🗖 C&C\_Bridge\_The\_Gap.mix 🔟 C&C\_BunkersTS.mix 🗖 C&C\_Cairo.mix 🗖 C&C\_Canada\_CTF.mix 🗖 C&C\_Carnage-Club\_Xtreme.mix 🔟 C&C\_Caverns.mix 🔟 C&C\_Caves.mix 🗖 C&C\_Christmas\_special.mix 🗖 C&C\_City\_AI.mix 🔟 C&C\_City\_Flying\_Exp.mix C&C\_City\_Flying\_Re.mix 🔟 C&C\_Clan420.mix 🗖 C&C\_Cliffs.mix 🗖 C&C\_CliffsLX.mix ☐ C&C\_Clover.mix 🔟 C&C\_Colossus2r1.mix 🔟 C&C\_Complex\_AI.mix C&C\_Complex\_Revisited.mix

## 2) dh.png, downloaded 549 times

🗖 C&C\_Gigantomachy.mix 🔟 C&C\_Damm.mix 🔟 C&C\_Damm1.0.mix 🔟 C&C\_Glacier\_Flying.mix 🗖 C&C\_Dawn\_Patrol.mix 🔟 C&C\_GlacierTS.mix C&C\_Dawn\_Patrol2.mix 🔟 C&C\_Gobi.mix 🗖 C&C\_Death\_Rally.mix 🔟 C&C\_Godwana.mix 🗖 C&C\_Death\_Village.mix 🗂 C&C\_Golf\_Course.mix 🔟 C&C\_Delta.mix 🔟 C&C\_HandDM.mix. 🗖 C&C\_Desert\_Seige.mix 🔟 C&C\_Hangmans\_Canyon.mix 🗖 C&C\_Desert\_Seige2.mix 🔟 C&C\_Haunted2.mix 🗖 C&C\_DesertTunnels.mix 🔟 C&C\_HauntedHouse\_DM.mix 🗖 C&C\_Deth\_Islands.mix 🔟 C&C\_Hell.mix C&C\_Deth\_River.mix 🔟 C&C\_High\_Altitude.mix 🔟 C&C\_Divergence.mix 🔟 C&C\_High\_Noon\_2.1.mix 🗖 C&C\_DM\_Cambodia.mix 🗖 C&C\_High\_Noon\_2.mix C&C\_DM\_Tiberium\_Refinery.mix 🗖 C&C\_HillBilly\_Valley.mix 🔟 C&C\_DM\_Utah.mix 🔟 C&C\_Hilly.mix 🗖 C&C\_DMCenter.mix 🗖 C&C\_Hrglss\_bots.mix 🗖 C&C\_DMCenterTS.mix C&C\_Hybrid\_Forest.mix 🔟 C&C\_DMConYard.mix 🔟 C&C\_DMForest.mix 🔟 C&C\_Duel\_Arena.mix 🔟 C&C\_Duel\_Death.mix 🗖 C&C\_Dueling\_Islands.mix 🗖 C&C\_Dust.mix 🔟 C&C\_Eglin\_AFB.mix 🔟 C&C\_Egypt.mix 🔟 C&C\_EKIsland.mix C&C\_EVA\_Relaunch.mix 🗖 C&C\_EXPO.mix 🗖 C&C\_Field\_AI.mix C&C\_FieldsRev.mix 🔟 C&C\_FieldTS.mix 🔟 C&C\_Flight\_Deck.mix C&C\_Flooded.mix 🔟 C&C\_Forest\_Trail.mix 🗖 C&C\_Forgotten\_Town.mix 🗖 C&C\_Fortress.mix 🔟 C&C\_Fortress2k4.mix 🔟 C&C\_Frag\_City.mix C&C\_FudPlex.mix 🔟 C&C\_Fusion1.mix

## 3) ir.png, downloaded 551 times

🛅 C&C\_Garth3.mix

| © C&C_Iceworld.mix          | C&C_No_Exit_DM.mix     ■  |
|-----------------------------|---------------------------|
| C&C_Illusions.mix           | ☐ C&C_Oasis_Flying.mix    |
| ☐ C&C_Imbsua isles.mix      | ☐ C&C_Outpost.mix         |
| ☐ C&C_Islands_KOTH.mix      | □ C&C_Overlook,mix        |
| ☐ C&C_IslandsEVOs1.mix      | C&C_Overlord.mix          |
| 🚾 C&C_Islandwars.mix        | © C&C_Pacific.mix         |
| © C&C_Jungle.Mix            | 🗖 C&C_Paradox_Harbor.mix  |
| ☐ C&C_Jungle2.Mix           | © C&C_Pillars_AI.mix      |
| ☐ C&C_Kanes_Castle_DM.mix   | © C&C_Pillars_DM.mix      |
| ☐ C&C_Killer_Cove.mix       | © C&C_Pillars_Fly.mix     |
| ☐ C&C_Killer_Cove_v2.mix    | C&C_PipeFight_Evolved.mix |
| © C&C_L01_Beta.mix          | □ C&C_Plunder_Valley.mix  |
| C&C_Land.mix                | C&C_Pluthera.mix          |
| ☐ C&C_Last_Stand.mix        | C&C_Port.mix              |
| ☐ C&C_Lightwave.mix         | C&C_Portals.mix           |
| ☐ C&C_Lightwave2.mix        | C&C_Prison_Camp_DM.mix    |
| ☐ C&C_LittleHillRumble2.mix | C&C_Quick_Draw.mix        |
| ☐ C&C_Lunar_Landing.mix     | C&C_Radiation.mix         |
| C&C_Lunar_Landing_Race.mix  | C&C_Raid.mix              |
| □ C&C_Lunar2.mix            | C&C_Ravine.mix            |
| © C&C_Mall.mix              | C&C_Ribcage_Canyon.mix    |
| © C&C_Mars.mix              | C&C_River_Camp.mix        |
| ☐ C&C_Marsh_BETA2.mix       | C&C_River_Canyon.mix      |
| © C&C_Meadow,mix            | C&C_River_RaidTS.mix      |
| ☐ C&C_MedicalLevel.mix      | □ C&C_RiverValley.mix     |
| C&C_Mesa_AI.mix             | □ C&C_Roleplay.mix        |
| C&C_Metro.mix               | C&C_RP_Vesuv.mix          |
| ☐ C&C_Metropolis.mix        | C&C_Ruins.mix             |
| C&C_MetroTS.mix             | C&C_Ruins0X.mix           |
| ☐ C&C_Militia.mix           |                           |
| ☐ C&C_Mineshaft.mix         |                           |
| ☐ C&C_MinesTS.mix           |                           |
| © C&C_Miracle.mix           |                           |
| C&C_Miracle_2.mix           |                           |
| © C&C_Mountain.mix          |                           |
| © C&C_Mutant_Lab,mix        |                           |
| C&C_MutationRedux.mix       |                           |
| C&C_Niagra.mix              |                           |
| C&C_Night_Mesa.mix          |                           |
| C&C_Night0X.mix             |                           |
| C&C_Nightclub.mix           |                           |
| d C&C_Nightfly2.mix         |                           |
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## 4) sz.png, downloaded 542 times

© C&C\_Sand.mix 🔟 C&C\_Titanic.mix 🔟 C&C\_Sean\_Battle.mix 🔟 C&C\_Tobruk.mix 🔟 C&C\_Toy\_Box.Mix C&C\_SeasideSunset.mix □ C&C\_Tropics.mix. 🗖 C&C\_Secretbase.mix 🔟 C&C\_TwistedSystem.mix 🔟 C&C\_Sewer1.0.mix ☐ C&C\_Under\_AI.mix 🔟 C&C\_Sidewinder.mix 🔟 C&C\_Underpass.mix 🗖 C&C\_Siege.mix 🔟 C&C\_Uphill.mix 🔟 C&C Silent Dawn,mix C&C\_Urban\_Rush.mix C&C\_Slash0x\_Hideout.mix 🔟 C&C\_Volc\_AI.mix 🗖 C&C\_Sniper\_Islands.mix 🔟 C&C\_Volcano\_Flying.mix 🔟 C&C\_Sniper\_Islands\_weather.mix : 🔟 C&C\_Walls\_AI.mix : 🔟 C&C\_SniperField.mix 🔟 C&C\_Walls\_Reloaded.mix 🗖 C&C\_Snipers\_Canyon.mix 🔟 C&C\_WasteFacility\_DM.mix C&C\_Snipers-Revenge.mix 🔟 C&C Wasteland.mix C&C\_Snipers-Revenge2.mix C&C\_Wilderness\_DM.mix 🗖 C&C\_Sniperwood.mix 🔟 C&C\_Woodland.mix 🗖 C&C\_Snow.mix C&C\_Worthy\_Classic.mix 🗖 C&C\_Snowfight2004.mix 🔟 C&C\_YSL\_Database.mix 🗖 C&C\_Stalingrad.mix 🔟 C&C\_ZapValley.mix 🗖 C&C\_Storage.mix 🗖 C&C\_Storm\_Walls\_Flying.mix

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C&C\_Strip\_Mine.mix
C&C\_SunFusion.mix
C&C\_Sunken.mix
C&C\_Sunken\_AI.mix
C&C\_Sunken2.mix

C&C\_T\_Garden.mix
C&C\_Tech\_City.mix

© C&C\_Temple\_DM.mix C&C\_Terrace.mix

C&C\_Tib\_Pit\_3.mix
C&C\_Tiber\_River.mix
C&C\_TiberianWars.mix
C&C\_Tiberium\_Cave.mix
C&C\_Tiberium\_Pit\_2.mix
C&C\_Tiberium\_Temple.mix
C&C\_TiberiumPit.mix
C&C\_TiberiumPit.mix
C&C\_TiberiumRedux.mix

C&C\_SUSR\_Infintry\_Wars.mix

🔟 C&C\_Temple\_Classic\_V2\_2.mix

C&C\_The\_Final\_Conflict.mix