
Subject: [Release]Server Side Nod survival
Posted by [Brandon](#) on Wed, 19 Mar 2008 01:09:01 GMT
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Nod Survival (server-side edition) is 100% of the way complete.

You can now play them on my server, hosted by Silver Bullet (<http://silverbulletserver.com>).

Host Name: a00000028
Server Name: WW-Gaming Survival Server

ATTENTION! This modification is now running perfectly fine. I recommend at least 5 players to play this modification.

Client-Side Map Download: http://ww-gaming.net/Nod_Survival_v1.2.zip
Server-Side Edition & Source Download: http://ww-gaming.net/Nod_Survival_Source.zip

Due to the internal errors on Nod Survival caused by LevelREdit I will be making Survival Modes on default Renegade maps from this point forward. That way no download is required and anyone can enjoy the future modifications.

I will be making a music pack (.mix or .pkg) for players to download if they wish to listen to new music in Renegade since it has been requested by some players.

Now there's some work. Those daves arrows there control most of the main timers, the rest are scattered throughout the map.
