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Subject: \*\* Island Mod Released \*\*

Posted by [Anonymous](#) on Fri, 19 Apr 2002 18:48:00 GMT

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This mod is a duplicate of the renegade CNC\_Island, but it allows air vehicles and has gun emplacements. [http://www.renegademods.info/users/kdsnex/KDSNEX-CNC\\_Island-Modified.zip](http://www.renegademods.info/users/kdsnex/KDSNEX-CNC_Island-Modified.zip)  
Let me know what you think. You have to save the file to your computer if you open it in explorer the file will be blank.

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Subject: \*\* Island Mod Released \*\*

Posted by [Anonymous](#) on Fri, 19 Apr 2002 19:04:00 GMT

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SWEET!!!...dang u u beat me to the punch lol..i was making a mod for Walls and City and adding sam sites and gun emplacements...but...the sam sites went stealthed...lmao..and the gun emplacements anyone could use...so..lol

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Subject: \*\* Island Mod Released \*\*

Posted by [Anonymous](#) on Fri, 19 Apr 2002 19:06:00 GMT

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quote:Originally posted by SpartanII:SWEET!!!...dang u u beat me to the punch lol..i was making a mod for Walls and City and adding sam sites and gun emplacements...but...the sam sites went stealthed...lmao..and the gun emplacements anyone could use...so..lolYeah i didnt add sam because I they are nod only. I tried making one for gdi but keep crashing program. And gun emplacements yes anyone can use them, but ohwell give you something to defend too.

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Subject: \*\* Island Mod Released \*\*

Posted by [Anonymous](#) on Fri, 19 Apr 2002 19:09:00 GMT

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for the sams i think theres a box that says isstealthed?... uncheck it...

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Subject: \*\* Island Mod Released \*\*

Posted by [Anonymous](#) on Fri, 19 Apr 2002 19:10:00 GMT

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gun,rocket,canno emplacements are FFA.add turrets if is side selected.

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Subject: \*\* Island Mod Released \*\*

Posted by [Anonymous](#) on Fri, 19 Apr 2002 19:10:00 GMT

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lol..thankx for poting out the obvious zaivan..but i'm the idiot who didn't see it

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Subject: \*\* Island Mod Released \*\*

Posted by [Anonymous](#) on Fri, 19 Apr 2002 19:11:00 GMT

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hey thats great!

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Subject: \*\* Island Mod Released \*\*

Posted by [Anonymous](#) on Fri, 19 Apr 2002 19:28:00 GMT

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is it ok if i run it on a server?

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Subject: \*\* Island Mod Released \*\*

Posted by [Anonymous](#) on Fri, 19 Apr 2002 19:34:00 GMT

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quote:Originally posted by ahmedqman:is it ok if i run it on a server?yes I cant get it to work with my FDS server it keep saying level not found but it works if I use my regular game to host it. Go right ahead and host it all you want. I will finish the other maps sometime them it will be a complete package.

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Subject: \*\* Island Mod Released \*\*

Posted by [Anonymous](#) on Fri, 19 Apr 2002 19:40:00 GMT

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It doesn't work....for me it doesn't.I downloaded it and put the file in the Data folder; what went wrong?

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Subject: \*\* Island Mod Released \*\*

Posted by [Anonymous](#) on Fri, 19 Apr 2002 19:41:00 GMT

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Thanks, but are the ramps there?

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Subject: \*\* Island Mod Released \*\*  
Posted by [Anonymous](#) on Fri, 19 Apr 2002 19:43:00 GMT  
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quote:Originally posted by celica330:It doesn't work....for me it doesn't.I downloaded it and put the file in the Data folder; what went wrong?You need to join a server with the mod or host a server with the mod.

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Subject: \*\* Island Mod Released \*\*  
Posted by [Anonymous](#) on Fri, 19 Apr 2002 19:45:00 GMT  
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quote:Originally posted by smwScott:Thanks, but are the ramps there?Sorry no ramps, that would involve building the map from scratch.

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Subject: \*\* Island Mod Released \*\*  
Posted by [Anonymous](#) on Fri, 19 Apr 2002 19:50:00 GMT  
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i prefer to dload the maps seperate.... easy for us 56kers to dload....its for everyones convience...cuz a lot of 56kers play online.... and do you have AIM or MSN...id like to put you on my buddy list and help you make maps....

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Subject: \*\* Island Mod Released \*\*  
Posted by [Anonymous](#) on Fri, 19 Apr 2002 19:55:00 GMT  
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quote:Originally posted by ahmedqman:i prefer to dload the maps seperate.... easy for us 56kers to dload....its for everyones convience...cuz a lot of 56kers play online.... and do you have AIM or MSN...id like to put you on my buddy list and help you make maps....Yeah I forget about 56kers. Sorry. Also I dont use AIM or MSN, I prefer email. I got a server going finally for you people that care.[ April 19, 2002: Message edited by: kdsnex ]

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Subject: \*\* Island Mod Released \*\*  
Posted by [Anonymous](#) on Fri, 19 Apr 2002 20:27:00 GMT  
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and do these mod maps cause version mismatches or anything when i play with other people on thier server.... or is it just the same as it was before...just wanna make sure

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Subject: \*\* Island Mod Released \*\*

Posted by [Anonymous](#) on Fri, 19 Apr 2002 21:01:00 GMT

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quote:Originally posted by ahmedqman:and do these mod maps cause version mismatches or anything when i play with other people on thier server.... or is it just the same as it was before...just wanna make sure This is a mod that needs to be on server side and client side. You both need them in other terms. If you dont have the mod and the server does you will get version mismatch or some other type error. If you have the mod and join a server that doesnt, nothing will happen your computer will never use the mod, it has to be called by the server. Hope that clears up that issue.

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