
Subject: B3B on C&C_Walls

Posted by [carlekpl](#) on Thu, 06 May 2004 13:04:08 GMT

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<http://n00bstories.com/image.fetch.php?id=1260381425>

<http://n00bstories.com/image.fetch.php?id=1247632156>

Subject: B3B on C&C_Walls

Posted by [flyingfox](#) on Thu, 06 May 2004 13:47:10 GMT

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What is this "B3B" you speak of?

Subject: B3B on C&C_Walls

Posted by [PiMuRho](#) on Thu, 06 May 2004 14:33:19 GMT

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It's nothing like the same class as, say, base to base on Islands. An MRLS up on that wall is horribly exposed, and be hit by infantry/vehicles either on the ground below or on the mesa.

Subject: Re: B3B on C&C_Walls

Posted by [Majiin Vegeta](#) on Thu, 06 May 2004 14:54:37 GMT

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carlekpl<http://n00bstories.com/image.fetch.php?id=1260381425>

<http://n00bstories.com/image.fetch.php?id=1247632156>

thats old.. who cares

Subject: B3B on C&C_Walls

Posted by [TnTANDY](#) on Thu, 06 May 2004 18:11:27 GMT

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maybe it is possible to place some kind of board up to stop this b"2"b like on deth_islands

Subject: B3B on C&C_Walls

Posted by [Deathgod](#) on Thu, 06 May 2004 18:13:22 GMT

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Welcome to 2 years ago.

Subject: B3B on C&C_Walls

Posted by [Rex](#) on Thu, 06 May 2004 18:32:03 GMT

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Nobody uses that map btw.

I think its a waste of time to fix Walls and City (non flying)

Subject: B3B on C&C_Walls

Posted by [Homey](#) on Thu, 06 May 2004 19:35:18 GMT

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^ I agree, but sometimes you would never be hit up there, when all nod has left is a hand.

Subject: B3B on C&C_Walls

Posted by [TnTANDY](#) on Thu, 06 May 2004 20:03:44 GMT

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Walls and City are the top WW maps to play on

Subject: B3B on C&C_Walls

Posted by [Homey](#) on Thu, 06 May 2004 21:28:41 GMT

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flying yes, non flying no.

Subject: B3B on C&C_Walls

Posted by [Majiin Vegeta](#) on Thu, 06 May 2004 22:26:26 GMT

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RexNobody uses that map btw.

Deth islands was used on most servers about a year ago

but since everybody has been getting new servers they never use it any more one of the reason is people never download fanmaps.. so. the server normally empties

Subject: B3B on C&C_Walls

Posted by [TnTANDY](#) on Fri, 07 May 2004 00:16:26 GMT

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do you think we might have the b2b sorted on EVERY WW map? for when you do release an upgrade or what have ya?

Subject: B3B on C&C_Walls

Posted by [Renx](#) on Fri, 07 May 2004 01:58:04 GMT

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The listOfficial Map Bugs

B2B on C&C_Islands

B2B on C&C_Field

B2B on C&C_Mesa

B2B on C&C_Complex

Vehicular walljumping on C&C_Mesa *

Bad spawn point in Hand of Nod on C&C_Field and C&C_Under that causes player to fall through the map.

Maybe this b2b bug should be added to "The List"!?!1

Subject: B3B on C&C_Walls

Posted by [dead6re](#) on Fri, 07 May 2004 09:42:16 GMT

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If i knew how to edit a mix map in reedit i would change them all. I just need to open the mix file up. Once i done that it would be easy!

Subject: B3B on C&C_Walls

Posted by [kopaka649](#) on Sat, 08 May 2004 00:27:58 GMT

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you open it in XCC mixer, then get the level file out of it

xccu.sf.net

Subject: B3B on C&C_Walls

Posted by [cmdr1337](#) on Sat, 08 May 2004 23:39:17 GMT

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or use the .lvl file;

<ftp://ftp.westwood.com/pub/renegade/tools/>

Multiplayerlevels.zip
