
Subject: C&C_Fortress goes MIX
Posted by [Anonymous](#) on Mon, 13 May 2002 21:29:00 GMT
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This will be my final update for this map, unfortunately the GMax file went Poo, and I only have early backups of it, so that's it for Fortress. I do have a 2nd map in the works and I've been messing around with sea units and buildings too so I'm not done, just Fortress..Edit: if GMAX can't open the file is there a way to 'uncorrupt' it. So here it is the last version of Fortress V2.0 Changes. It's a MIX file! added thte official ramps fixed the bunker bug [May 13, 2002: Message edited by: Galdrog]

Subject: C&C_Fortress goes MIX
Posted by [Anonymous](#) on Mon, 13 May 2002 22:10:00 GMT
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HEY greg crit my map

Subject: C&C_Fortress goes MIX
Posted by [Anonymous](#) on Mon, 13 May 2002 22:52:00 GMT
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guess nobody cares

Subject: C&C_Fortress goes MIX
Posted by [Anonymous](#) on Tue, 14 May 2002 03:12:00 GMT
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Delete scripts.dll from your MIX.

Subject: C&C_Fortress goes MIX
Posted by [Anonymous](#) on Tue, 14 May 2002 03:40:00 GMT
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good map, can i add it to XRA2X?

Subject: C&C_Fortress goes MIX
Posted by [Anonymous](#) on Tue, 14 May 2002 04:15:00 GMT
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Why is there both a c&c_ and cnc_fortress.ldd and .lsd?

Subject: C&C_Fortress goes MIX
Posted by [Anonymous](#) on Tue, 14 May 2002 05:15:00 GMT
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We care!!! It will be running on WOLF 5 later this morning!

Subject: C&C_Fortress goes MIX
Posted by [Anonymous](#) on Tue, 14 May 2002 05:29:00 GMT
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There are some floating objects, like trees and walls.

Subject: C&C_Fortress goes MIX
Posted by [Anonymous](#) on Tue, 14 May 2002 05:37:00 GMT
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how did you make it to be a mix?

Subject: C&C_Fortress goes MIX
Posted by [Anonymous](#) on Tue, 14 May 2002 05:44:00 GMT
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I thought you need scripts.dll to make the obelisk work, I can live with those hardly noticeable bugs.. like I said my .gmax file went bye bye

Subject: C&C_Fortress goes MIX
Posted by [Anonymous](#) on Tue, 14 May 2002 05:46:00 GMT
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Oh.. and Xra2X kicks butt, I'd love for it to go up there

Subject: C&C_Fortress goes MIX
Posted by [Anonymous](#) on Tue, 14 May 2002 05:58:00 GMT
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I think you can delete scripts.dll just before you export the mod.

Subject: C&C_Fortress goes MIX
Posted by [Anonymous](#) on Tue, 14 May 2002 07:35:00 GMT

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It's up and running on WOLF5 and ppl like it! Thanks for the great work Galdrog!!

Subject: C&C_Fortress goes MIX
Posted by [Anonymous](#) on Tue, 14 May 2002 10:00:00 GMT
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^BUMP^

Subject: C&C_Fortress goes MIX
Posted by [Anonymous](#) on Tue, 14 May 2002 10:02:00 GMT
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I don't know if you can delete scripts.dll before you export, but I do know you can delete it once it is a mix. Use a tool like RenegadeEx to delete the file from the mix. Will take off about 2 megs.

Subject: C&C_Fortress goes MIX
Posted by [Anonymous](#) on Tue, 14 May 2002 11:01:00 GMT
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Yay dude, fortress is my favourite map EVER!! really like it, Its just really cool

Subject: C&C_Fortress goes MIX
Posted by [Anonymous](#) on Tue, 14 May 2002 20:34:00 GMT
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bump

Subject: C&C_Fortress goes MIX
Posted by [Anonymous](#) on Wed, 15 May 2002 12:07:00 GMT
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Dude, can I post it a CNC Zone?

Subject: C&C_Fortress goes MIX
Posted by [Anonymous](#) on Wed, 15 May 2002 20:38:00 GMT
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Yeah, anyone can post it as long as the .txt file stays in teh zip file. And anyone else can use it as long as they credit me properly.

Subject: C&C_Fortress goes MIX
Posted by [Anonymous](#) on Thu, 16 May 2002 13:12:00 GMT
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thx to you, you finally fix that bug ,but you didnt fix the floor bug (look in airstrip and power plant *nod only*

Subject: C&C_Fortress goes MIX
Posted by [Anonymous](#) on Fri, 17 May 2002 17:19:00 GMT
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nice, mind if i put it on CnC NC?
