

---

Subject: C&C\_Miracle\_2 now final!  
Posted by [Goltergau](#) on Thu, 30 Sep 2004 15:18:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

hi i just finished my map called C&C\_Miracle\_2  
it would be nice if many people would add my map to their download sections, but please don't use my link, the traffic would be too high. thanks

download here: [http://tw.gamenexus.de/skinpacks/C&C\\_Miracle\\_2.zip](http://tw.gamenexus.de/skinpacks/C&C_Miracle_2.zip)  
see a pic here: [http://tw.gamenexus.de/skinpacks/C&C\\_Miracle\\_2.jpg](http://tw.gamenexus.de/skinpacks/C&C_Miracle_2.jpg)

---

---

Subject: C&C\_Miracle\_2 now final!  
Posted by [Pendullum](#) on Thu, 30 Sep 2004 15:31:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

new interiors? downloading...

---

---

Subject: C&C\_Miracle\_2 now final!  
Posted by [Goltergau](#) on Thu, 30 Sep 2004 15:55:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

yes for the ufo... if you thought of the buildings you were wrong

---

---

Subject: C&C\_Miracle\_2 now final!  
Posted by [Pendullum](#) on Thu, 30 Sep 2004 16:38:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

so I see. Its not bad, but there are some nasty bugs, like the destroyable wall on GDI, you can walk through it when you destroy part of it.  
and in the UFO, there are invisible walls that block you in the room with the strange tanks. Other than that, its a decent map

---

---

Subject: C&C\_Miracle\_2 now final!  
Posted by [Goltergau](#) on Thu, 30 Sep 2004 17:21:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

thanks but for the wall: its destroyed and not there anymore that's all right isn't it... or do you still see it

if yes: fuc\*! i hate this bugs

---

---

Subject: C&C\_Miracle\_2 now final!  
Posted by [Pendullum](#) on Thu, 30 Sep 2004 17:23:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I mean the part of the wall thats still there. The side of it is nine existant when you destroy the destroyable section so you can walk into the wall and get stuck lol

edit. heres what I mean

---

---

Subject: C&C\_Miracle\_2 now final!  
Posted by [Spice](#) on Thu, 30 Sep 2004 18:06:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ahh I know , When he made the destroy animation I think you just deleted faces.

---

---

Subject: C&C\_Miracle\_2 now final!  
Posted by [Pendullum](#) on Thu, 30 Sep 2004 18:12:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

its ok at nods side, so it shouldnt take much to fix this should it?

---

---

Subject: C&C\_Miracle\_2 now final!  
Posted by [Slash0x](#) on Fri, 01 Oct 2004 03:40:49 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Pendullum I mean the part of the wall thats still there. The side of it is nine existant when you destroy the destroyable section so you can walk into the wall and get stuck lol

edit. heres what I mean

I think I need to talk to you about radar hud skins. Lol, just kidding.

---

---

Subject: C&C\_Miracle\_2 now final!  
Posted by [Pendullum](#) on Fri, 01 Oct 2004 09:19:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

dont diss mah ladies!

---

---

Subject: C&C\_Miracle\_2 now final!  
Posted by [WNxCABAL](#) on Fri, 01 Oct 2004 11:10:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

hey, gimme credit, I made it!

---

Subject: C&C\_Miracle\_2 now final!  
Posted by [glyde51](#) on Sat, 02 Oct 2004 01:43:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I put it onto my site

---

Subject: C&C\_Miracle\_2 now final!  
Posted by [glyde51](#) on Sat, 02 Oct 2004 01:47:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

the map not the hud, your going to play too much one handed renegade... need a mouse hand and a wasd hand there pal.

---

Subject: C&C\_Miracle\_2 now final!  
Posted by [Alkaline](#) on Sat, 02 Oct 2004 14:04:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

This map had lots of lag last time, I don't know if it was vis or what. Also the machine point glitch, 100/hit...

Anyway I'll download this map and see how it plays

---

Subject: C&C\_Miracle\_2 now final!  
Posted by [Alkaline](#) on Sat, 02 Oct 2004 14:06:31 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

link is dead, give to me I'll put it up on unrules.com

---

Subject: C&C\_Miracle\_2 now final!  
Posted by [Goltergau](#) on Sun, 03 Oct 2004 12:42:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

hi yes the link is broken,because my hoster is down :/ but i will fix this one bug there with the wall and will release oneother!

---

---

Subject: C&C\_Miracle\_2 now final!  
Posted by [Goltergaul](#) on Tue, 05 Oct 2004 18:26:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

sorry 4 doublepost, but i've fixed the wall bug. can i mail the map to someone of you how will upload it somewere, because my server is broken :/

tanks!

---

---

Subject: C&C\_Miracle\_2 now final!  
Posted by [Alkaline](#) on Thu, 07 Oct 2004 06:04:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

make a yahoo webpage and upload it to thier and then put a link to it, I'll upload the map to the UN server.

---

---

Subject: C&C\_Miracle\_2 now final!  
Posted by [Goltergaul](#) on Thu, 07 Oct 2004 14:13:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i had the idea to upload it on my old ftp@lycos... here is the link have fun and share it or upload it wever

Thanks!

<http://mitglied.lycos.de/gaul2001/> there you can dl it

---