
Subject: Conquest Island Released!

Posted by [Anonymous](#) on Mon, 04 Nov 2002 16:20:00 GMT

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Download Conquest Island Here. Please read the readme file, it contains some important information. I'll paste it here so that you can read it while it's downloading. Enjoy!Conquest Island ReadmeDescription:The conquest continues to an Island in the tropics, which contains rich deposits of tiberium deep within its mountains. Nod has created a storage center in the mountains, that serve as tunnels between bases. At midnight, the battle begins. Both sides get communications centers and repair bays. Flying vehicles are enabled, and buildings have ladders for roof access. The beach has sniper towers for each team, as well as plenty of room for all your battle needs. The tiberium fields are located on the opposite side of the map, and provide an airway over the river.Other Information:The communications centers provide radar for you. If your comm center gets destroyed, your team loses their radar. Radar is pretty much useless unless you have enemy radar enabled, so I would recommend doing this so that you have a reason to take out the enemy comm center. The ladders cause some problems with aircraft. If a chopper flew over a ladder it would get stuck. The only way I found to fix this was to place invisible vehicle blockers around the ladders. If you try to fly over a ladder, your vehicle will stop, and you'll have to go around. It's not hard to avoid the ladders though, as they take up only a small amount of the space on the map. If you exit your aircraft over deep water, you will die.I have tested this on the Free Dedicated Server, and it works without crashing.Thanks:Bumpaneer- For the great PCT and MCT models that I needed for the new structures.Aircraftkiller- For fixing my ugly water and telling me to redo the old, ugly beach. InGrownLip- Telling me how to fix my 2-pass material problemgarth8442, TriForce, Dante, ApacheRSG, Abjab, YSLMuffins, StoneRook, Crazy_Ike, Gernader8, imdgr8one, jordybear, Kirovy1234, and generalfox- Answering my questionsBeta Testers:AvroAero- Thanks for hostingSatx- Reported over 20 bugsKresinJTBobauto354TheKGBSpy (aka Francois)HavocSBMikeJFEnjoy!-SomeRhinosomerhino@juno.com

Subject: Conquest Island Released!

Posted by [Anonymous](#) on Mon, 04 Nov 2002 16:35:00 GMT

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w00t

Subject: Conquest Island Released!

Posted by [Anonymous](#) on Mon, 04 Nov 2002 16:42:00 GMT

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Nice work -nice - map -nice video --keep up the work!

Subject: Conquest Island Released!

Posted by [Anonymous](#) on Mon, 04 Nov 2002 16:52:00 GMT

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Great map!

Subject: Conquest Island Released!

Posted by [Anonymous](#) on Mon, 04 Nov 2002 17:10:00 GMT

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WHOOOT i did something i have no idea on what i did. Time to d/l

Subject: Conquest Island Released!

Posted by [Anonymous](#) on Mon, 04 Nov 2002 17:35:00 GMT

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I helped? Wow, I had no idea I did; glad I could be usefull. You've made my day! I'm downloading it right away!Triforce

Subject: Conquest Island Released!

Posted by [Anonymous](#) on Mon, 04 Nov 2002 17:44:00 GMT

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do the com centers disable radar when blown up?

Subject: Conquest Island Released!

Posted by [Anonymous](#) on Mon, 04 Nov 2002 18:25:00 GMT

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quote:Originally posted by d.o.a_bullet:do the com centers disable radar when blown up?They do

Subject: Conquest Island Released!

Posted by [Anonymous](#) on Mon, 04 Nov 2002 18:51:00 GMT

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awesome! finally.

Subject: Conquest Island Released!

Posted by [Anonymous](#) on Tue, 05 Nov 2002 05:55:00 GMT

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Subject: Conquest Island Released!
Posted by [Anonymous](#) on Tue, 05 Nov 2002 14:01:00 GMT
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SWEET!, im going to go play it right now...

Subject: Conquest Island Released!
Posted by [Anonymous](#) on Tue, 05 Nov 2002 15:55:00 GMT
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Yeah! bout time! someone make a Server!!!

Subject: Conquest Island Released!
Posted by [Anonymous](#) on Wed, 06 Nov 2002 00:05:00 GMT
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.....talent.....

Subject: Conquest Island Released!
Posted by [Anonymous](#) on Wed, 06 Nov 2002 00:52:00 GMT
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quote:Originally posted by avroaero:.....talent.....Ultim4t3 Own4g3

Subject: Conquest Island Released!
Posted by [Anonymous](#) on Fri, 08 Nov 2002 15:29:00 GMT
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AHHHHH!! ERROR!! CAN'T FIND THE PAGE!! MUST DOWNLOAD COOL MAP!! HELP MEEE!!

Subject: Conquest Island Released!
Posted by [Anonymous](#) on Fri, 08 Nov 2002 15:34:00 GMT
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<http://www.cnchq.com/renegade/downloads/modmaps.php>Look for Conquest Islands.

Subject: Conquest Island Released!
Posted by [Anonymous](#) on Fri, 08 Nov 2002 15:45:00 GMT

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Thanks Beany. Everything on our server was deleted, and I can't even log into the ftp to fix it either, so our account seems to be gone... I've been meaning to talk to Kresin, our webmaster, but he hasn't been on AIM for a while.

Subject: Conquest Island Released!
Posted by [Anonymous](#) on Sun, 24 Nov 2002 19:31:00 GMT
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bada boomp!people still don't know about this map

Subject: Conquest Island Released!
Posted by [Anonymous](#) on Sun, 24 Nov 2002 21:33:00 GMT
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/me smells future mmn map

Subject: Conquest Island Released!
Posted by [Anonymous](#) on Sun, 24 Nov 2002 21:55:00 GMT
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What's the difference between CIsland.txt and readme.txt?

Subject: Conquest Island Released!
Posted by [Anonymous](#) on Mon, 25 Nov 2002 05:04:00 GMT
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none.

Subject: Conquest Island Released!
Posted by [Anonymous](#) on Mon, 25 Nov 2002 05:26:00 GMT
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No difference. It won't be on mod map night, it does crash the FDS after all. I've been trying to find the bug causing this, this is what I know so far: I deleted all the tile objects off my map, exported, and it didn't crash the FDS anymore. I then put one instance of each, and it still worked. Therefore, it has something to do with multiple instances of tile objects, I believe. What it is, I don't know, but I'm going to do daily checkups as I'm making Conquest Winter, and if it starts crashing, then I should be able to track it down. If I find the bug, I'll be sure to post my information on these boards.

Subject: Conquest Island Released!
Posted by [Anonymous](#) on Mon, 25 Nov 2002 16:28:00 GMT
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hm... i was running fds when i hosted never bugged out.

Subject: Conquest Island Released!
Posted by [Anonymous](#) on Mon, 25 Nov 2002 17:24:00 GMT
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same here. never had any problems with it.
