
Subject: Any Missing?

Posted by [Oblivion165](#) on Sat, 04 Jun 2005 18:15:25 GMT

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Just looking for any maps that i should have in this list.

Bot Challenge.pkg
C&C_Alpine.mix
C&C_Area51_DM.mix
C&C_Basin.mix
C&C_BasinTS.mix
C&C_BattleCreek.mix
C&C_Beach.mix
C&C_Big_Walls.mix
C&C_Bio.mix
C&C_BoxedInV4.mix
C&C_Bunkers.mix
C&C_BunkersTS.mix
C&C_Cairo.mix
C&C_Carnage-Club_Xtreme.mix
C&C_Caverns.mix
C&C_Caves.mix
C&C_City_Flying_Exp.mix
C&C_Cliffs.mix
C&C_Conquest_Island.mix
C&C_Conquest_Winter.mix
C&C_Country_Meadow.pkg
C&C_Cover of Night v1.2.mix
C&C_CTF_Canyon.mix
C&C_CTF_Complex.mix
C&C_CTF_Islands.mix
C&C_CTF_Volcano.mix
C&C_CTF_Walls.mix
C&C_Damm1.0.mix
C&C_Dawn_Patrol2.mix
C&C_Delta.mix
C&C_Desert_Seige.mix
C&C_Desert_Seige2.mix
C&C_Deth_Islands.mix
C&C_DM_Ancients.mix
C&C_DM_Tiberium_Refinery.mix
C&C_DM_Utah.mix
C&C_DMCenterTS.mix
C&C_DMConYard.mix
C&C_DMForest.mix
C&C_Duel_Arena.mix
C&C_Duel_Death.mix
C&C_Dust.mix

C&C_Eglin_AFB.mix
C&C_FieldTS.mix
C&C_Flight_Deck.mix
C&C_Forest_Trail.mix
C&C_Forgotten_Town.mix
C&C_Fortress.mix
C&C_Fortress2k4.mix
C&C_Garth3.mix
C&C_Gigantomachy.mix
C&C_Glacier.mix
C&C_Glacier_Flying.mix
C&C_GlacierTS.mix
C&C_Gobi.mix
C&C_Golf_Course.mix
C&C_GT2.mix
C&C_HandDM.mix
C&C_Hangmans_Canyon.mix
C&C_Haunted2.mix
C&C_HauntedHouse_DM.mix
C&C_High_Altitude.mix
C&C_High_Noon.mix
C&C_Hilly.mix
C&C_Hybrid_Forest.mix
C&C_Iceworld.mix
C&C_Illusions.mix
C&C_Islands_KOTH.mix
C&C_Jungle.Mix
C&C_Kanes_Castle_DM.mix
C&C_Land.mix
C&C_Lunar_Landing.mix
C&C_Mall.mix
C&C_Mars.mix
C&C_Meadow.mix
C&C_MedicalLevel.mix
C&C_Metro.mix
C&C_Metropolis.mix
C&C_MetroTS.mix
C&C_Mines.mix
C&C_Mineshaft.mix
C&C_MinesTS.mix
C&C_Miracle_2.mix
C&C_Mountain.mix
C&C_Mutant_Lab.mix
C&C_Mutation.mix
C&C_MutationRedux.mix
C&C_Night_Mesa.mix
C&C_Night0X.mix
C&C_Nightclub.mix

C&C_Nightmare.mix
C&C_NOD_Assalt.pkg
C&C_NodStuntPark.pkg
C&C_Oasis_Flying.mix
C&C_Outpost.mix
C&C_Overlord.mix
C&C_Pacific.mix
C&C_Paradox_Harbor.mix
C&C_PipeFight_Evolved.mix
C&C_Port.mix
C&C_Port_AI.mix
C&C_Prison_Camp_DM.mix
C&C_Quick_Draw.mix
C&C_Radiation.mix
C&C_Ravine.mix
C&C_River_Canyon.mix
C&C_River_Raid.mix
C&C_River_RaidTS.mix
C&C_Roleplay.mix
C&C_Ruins.mix
C&C_Ruins0X.mix
C&C_Sand.mix
C&C_Sean_Battle.mix
C&C_SeasideSunset.mix
C&C_Secretbase.mix
C&C_Sewer1.0.mix
C&C_Siege.mix
C&C_Silent_Dawn.mix
C&C_Slash0x_Hideout.mix
C&C_Snipers_Canyon.mix
C&C_Snow.mix
C&C_Snowfight2004.mix
C&C_Storage.mix
C&C_Sunken.mix
C&C_Tech_City.mix
C&C_Temple_Classic_V2_2.mix
C&C_Temple_Classic_V2_2_AI.mix
C&C_Terrace.mix
C&C_The_Final_Conflict.mix
C&C_Tiberium_Cave.mix
C&C_Tiberium_Temple.mix
C&C_TiberiumPit.mix
C&C_Titanic.mix
C&C_Tobruk.mix
C&C_Tropics.mix
C&C_Uphill.mix
C&C_Urban_Rush.mix
C&C_Volcano_Flying.mix

C&C_Walls_Reloaded.mix
C&C_WasteFacility_DM.mix
C&C_Wasteland.mix
C&C_West.mix
C&C_Wilderness_DM.mix
C&C_Woodland.mix
C&C_Worthy_Classic.mix
C&C_YSL_Database.mix
Deadly Stunt Park.pkg
GDI_Base_Deathmatch.pkg
Maze.pkg
Mutant Attack.pkg

Subject: Re: Any Missing?
Posted by [glyde51](#) on Sat, 04 Jun 2005 18:36:21 GMT
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Deadly Stunt Park.pkg

Harhar... that's such a crappy map, I can't believe that anyone actually played it over the much more detailed Nod Stunt Park that Antex01 made.

My Map < Antex01's map.

http://www.trielite.net/downloads/CnC_Renegade_Maps/Nod%20Stunt%20Park.zip

Subject: Re: Any Missing?
Posted by [Oblivion165](#) on Sat, 04 Jun 2005 18:45:03 GMT
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Added.

And deadly is on your Server

EDIT: Oh wait it was in there.

Subject: Re: Any Missing?
Posted by [Oblivion165](#) on Sat, 04 Jun 2005 19:04:56 GMT
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EDIT: NVM found backups

EDIT2: Nope they dont work

Anyone have a copy of:

C&C_Sniper_Island.mix

or

C&C_Sniper_Island_Weather.Mix

Subject: Re: Any Missing?

Posted by [Oblivion165](#) on Sat, 04 Jun 2005 21:10:05 GMT

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Any more guys, im about to compile this thing.....

Subject: Re: Any Missing?

Posted by [bandie63](#) on Sat, 04 Jun 2005 21:21:44 GMT

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Why don't you just get the UberMapPack from MP (I think thats what the're called now...)

Subject: Re: Any Missing?

Posted by [Oblivion165](#) on Sat, 04 Jun 2005 21:38:26 GMT

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bandie63 wrote on Sat, 04 June 2005 17:21Why don't you just get the UberMapPack from MP (I think thats what the're called now...)

The list of the maps i have should be 99% of the UberMap Pack.

Subject: Re: Any Missing?

Posted by [XSilent0X](#) on Sun, 05 Jun 2005 16:47:18 GMT

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C&C_ComplexSB

Subject: Re: Any Missing?

Posted by [Oblivion165](#) on Sun, 05 Jun 2005 16:55:26 GMT

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Welp too late:

<http://www.demonoid.com/torrents/details/124897/>

I'll put it in a list for the next update.

Subject: Re: Any Missing?

Posted by [zunnie](#) on Sat, 25 Jun 2005 12:52:49 GMT

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PKG files usually fuckup your renegade. I wouldn't include them in mappacks.

Subject: Re: Any Missing?

Posted by [Oblivion165](#) on Sat, 25 Jun 2005 13:27:02 GMT

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The only time a Pkg would "fuck Up" your renegade is if you rename it to .Mix. A Pkg is the most stable form of map in renegade.

Subject: Re: Any Missing?

Posted by [Obelisk](#) on Sun, 26 Jun 2005 16:45:25 GMT

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