
Subject: C&C Sean Battle Released!

Posted by [Anonymous](#) on Sat, 04 Jan 2003 07:26:00 GMT

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code:http://dynamic4.gamespy.com/~ammo/ren/files/maps_ammophp?ammo=1Map Name:

Bumpaneer and StoneRook on helping me with the Realistic WaterEffect and all beta testers for finding bugs and making this map better for the public.VIS recently added to this new map version. It improves FPS and make the map run a lot smoothly, also avoids FDS to crash. Special thanks to StoneRook and YSLMuffins for the great help on making VIS for this map.This map was fully tested by 20 beta testers, including myself. It doesn't crashes the Dedicated Server (Valid for WOL and GameSpy Servers).Official Homepage: <http://www.cncammo.com> This file cannot be copied, modified or used in any other pack or mod without proper authorization of the author/creator.The map takes place in a GDI Gunboat fleet. Tanks are there to be blown up, and beacons are there to blast the enemy team into the Pacific (w00t!).**** Installation Instructions ****Extract the C&C_Sean_Battle.mix file into your Renegade\Data folder.To uninstall, simply remove C&C_Sean_Battle.mix from the same place you added it.

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Posted by [Anonymous](#) on Sat, 04 Jan 2003 08:06:00 GMT

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A couple of points -1) The bottom of the sea is untextured (lovely default WS texture)2) You can get onto the platforms with the tanks on, but then can't get off again.

Subject: C&C Sean Battle Released!

Posted by [Anonymous](#) on Sat, 04 Jan 2003 08:23:00 GMT

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I was almost sure I fixed that. The texture is in the package!

Subject: C&C Sean Battle Released!

Posted by [Anonymous](#) on Sat, 04 Jan 2003 13:56:00 GMT

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What a shoddy, POS map.

Subject: C&C Sean Battle Released!

Posted by [Anonymous](#) on Sun, 05 Jan 2003 00:08:00 GMT

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even the ACK "don't steal this or I'll kill you" in the readme.
