
Subject: Mod Map Night, SATURDAY!

Posted by [Anonymous](#) on Fri, 07 Feb 2003 07:42:00 GMT

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!!THERE ARE NEW MAPS!! Once AGAIN, CnC HQ.com will be hosting Mod Map Night. Saturday @ 7 PM Eastern. Look for server: cnchqcom9 (CnC HQ.com: Mod Map Server). The Following Maps WILL be in the map cycle:~ C&C_HON_CTF.mix~ C&C_Carnage-Club_Xtreme.mix~ C&C_DMCenter.mix~ C&C_Caverns.mix~ C&C_Lunar_Landing.mix~ C&C_Hangmans_Canyon.mix~ C&C_Secretbase.mix ~ C&C_Gobi.mix~ C&C_Tropics.mix~ C&C_CTFcanyon.mix You can download all of these maps at:<http://www.cnchq.com> Also, please note that you can watch the whole game via. our chat room:<http://www.cnchq.com/chat> (script)irc://n00bstories.radiantx.net/cnchqcom (if you have mIRC)-----If you don't know what Mod Map Night (MMN) is, we have a apx. 40 player server and play some fan maps Edit: CTFcanyon added. [February 07, 2003, 10:27: Message edited by: Beanyhead]

Subject: Mod Map Night, SATURDAY!

Posted by [Anonymous](#) on Fri, 07 Feb 2003 08:01:00 GMT

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why don't you throw like complex or volcano ctf in there from my 2.1 ctf pack?

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Posted by [Anonymous](#) on Fri, 07 Feb 2003 08:01:00 GMT

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lol, perhaps if someone let me host them I would

Subject: Mod Map Night, SATURDAY!

Posted by [Anonymous](#) on Fri, 07 Feb 2003 10:28:00 GMT

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Ok, CTFcanyon has been added

Subject: Mod Map Night, SATURDAY!

Posted by [Anonymous](#) on Fri, 07 Feb 2003 11:11:00 GMT

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When i finish My update to 'C&C_Temple_DM.mix' Monday/Tuesday could you put on a future MMN, It's got more improvements than ACK has maps , lol, finished all the PT Icons too(about 20 ,pew). Ill post when it's uploadable.Cheers

Subject: Mod Map Night, SATURDAY!
Posted by [Anonymous](#) on Fri, 07 Feb 2003 11:13:00 GMT
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Sounds great

Subject: Mod Map Night, SATURDAY!
Posted by [Anonymous](#) on Fri, 07 Feb 2003 16:16:00 GMT
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The Tutorial is complete. Get it from here ([http://www.planetcnc.com/ammo/nova/files/Rippling effect Tutorial.zip](http://www.planetcnc.com/ammo/nova/files/Rippling_effect_Tutorial.zip)) Enjoy [February 07, 2003, 16:16: Message edited by: Havoc 89]

Subject: Mod Map Night, SATURDAY!
Posted by [Anonymous](#) on Fri, 07 Feb 2003 19:37:00 GMT
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doesnt anyone care?

Subject: Mod Map Night, SATURDAY!
Posted by [Anonymous](#) on Fri, 07 Feb 2003 19:51:00 GMT
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quote:Originally posted by Havoc 89:doesnt anyone care? Maybe a little, but honestly I already knew how to animate an object like that. I just never thought to use it to make a flag before.

Subject: Mod Map Night, SATURDAY!
Posted by [Anonymous](#) on Fri, 07 Feb 2003 20:23:00 GMT
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It would be much better if it was just on the webpage rather than having to download it. When you download something, you have to choose where to download it, then you get a bunch of files scattered all over my documents, and you have to extract it. Just going to a page and leave when you're done is much better than getting millions of files all over my documents. And if they want to save it to thier computer, they can either save the page or copy and paste it into notepad. Edit: also, I'm not too intrested in making a rippling flag right now. Though later I might want to really bad going through every page to find this topic. [February 07, 2003, 20:25: Message edited by: dead4ayear2]

Subject: Mod Map Night, SATURDAY!

Posted by [Anonymous](#) on Sat, 08 Feb 2003 05:24:00 GMT

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Yeah, it is the same way as i do it, using WWSKIN. I thought you used a different method but it's pretty much the same. This tutorial is a good example of how to get wwskin working if you didn't understand the other tutorials on using wwskin. Good job.

Subject: Mod Map Night, SATURDAY!

Posted by [Anonymous](#) on Sat, 08 Feb 2003 06:32:00 GMT

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Remember guys, MMN is tonight

Subject: Mod Map Night, SATURDAY!

Posted by [Anonymous](#) on Sat, 08 Feb 2003 07:23:00 GMT

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well atleast it did some good.
