
Subject: Looking for someone who can make me a test map

Posted by [jonwil](#) on Thu, 04 Aug 2011 00:47:26 GMT

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I am looking for a test map for Renegade with the following attributes:

1. Some sort of terrain (flat or whatever) that is located below Z=0 on the map
2. Working GDI and Nod repair bays (set up as close to the way Glacier Flying sets them up as possible) located somewhere near 0,0,0 of the map
3. Normal GDI and Nod spawners
4. A bunch of Hummvees and Nod Buggies located around the map for me to shoot and then repair

That's all, nothing else. In particular NO Purchase Terminals should be placed anywhere on the map

Most importantly, it must be possible to stand on the map and be looking right at the 0,0,0 position (since that's where the Glacier Flying glitched arc effect is located)

This is in aid of fixing some of the issues that have long plagued the repair bays on Glacier Flying and if I can get this map, it will REALLY help me out.

Subject: Re: Looking for someone who can make me a test map

Posted by [sla.ro\(master\)](#) on Thu, 04 Aug 2011 06:36:34 GMT

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i will try make one.

Subject: Re: Looking for someone who can make me a test map

Posted by [sla.ro\(master\)](#) on Thu, 04 Aug 2011 07:15:25 GMT

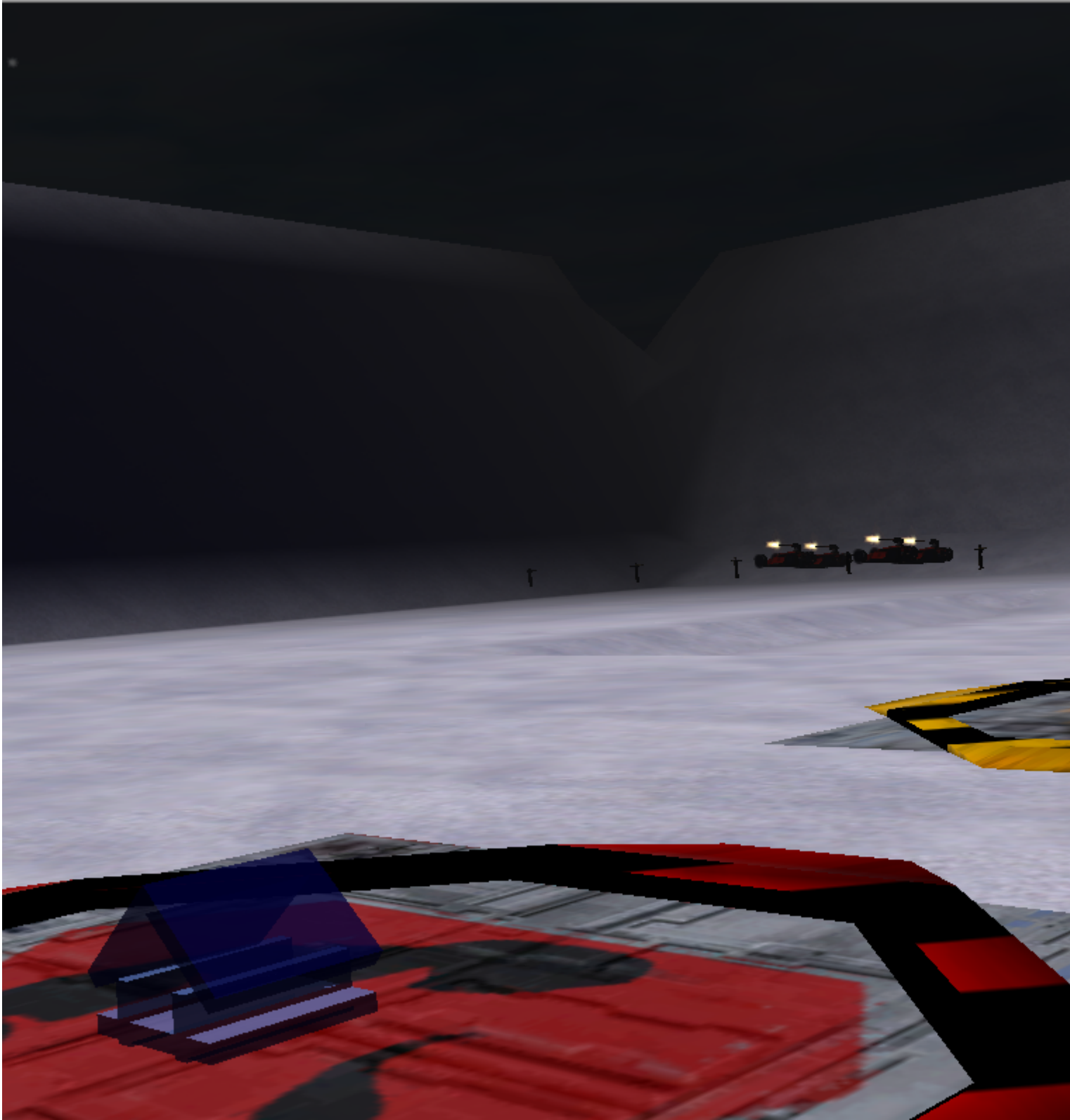
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here is a screen-shot of map, i will upload the mix file after i test it local server to ensure i didn't forget something.

edit: the script repair is placed, in this ss isn't..

File Attachments

- 1) [testmap_repair.png](#), downloaded 171 times



Subject: Re: Looking for someone who can make me a test map
Posted by [sla.ro\(master\)](#) on Thu, 04 Aug 2011 07:29:50 GMT

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map done, here is the map and of course the bug

File Attachments

1) [Screenshot.91.png](#), downloaded 174 times



2) [C&C_Jonwils_RepairPad.mix](#), downloaded 55 times

Subject: Re: Looking for someone who can make me a test map

Posted by [Spyder](#) on Thu, 04 Aug 2011 14:37:27 GMT

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Probably the strangest bug/glitch in the entire game :S

Subject: Re: Looking for someone who can make me a test map
Posted by [sla.ro\(master\)](#) on Thu, 04 Aug 2011 14:44:35 GMT
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is fixed now
