Subject: Stowaway
Posted by Garth8422 on Thu, 10 Apr 2003 01:54:35 GMT
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Beanyhead and Stonerook have a copy of my attempt to convert Mission4 into a MP DM map.

I just uploaded it to cncammo.com so It will be up in a couple

I just stripped all the SP stuff from the FTP DL SP pack for M4 and added
all the MP stuff it needed. I added 4 Purchase Terminals for each team also
using the MP PT Model and retexuring it with GDI/Nod Logos.
I had to create Standard Keycard spawners at each player spawnpoint because I didnt want a
PKG edit of the levelsetting.

I styled it in a Deathmatch format with lots of weapon spawners all over the ship.

Beany says it might not run on FDS because I didnt start with a W3d?
I dunno if it works on FDS Because I BETA tested on MPLAN.

anyway look for C&C_Stowaway at http://www.cncammo.com soon
BTW no screenies required because its the map from Mission4 duhhhhhhh
(the ship mission)

Subject: Stowaway
Posted by Beanyhead on Thu, 10 Apr 2003 01:57:31 GMT
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Yeah, I like it

Good, well done, map.

Subject: Stowaway
Posted by Titan1x77 on Thu, 10 Apr 2003 03:28:00 GMT
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i did the samething to lvl08 and it didnt work with FDS.

I was thinking about importing the extracted .w3d to the .mix.

Not sure of this will work....but if someone wants to help test this method on your map or
mine....we can add the w3d to the .mix and i'll run a FDS and see if we can use the map.

Subject: Stowaway

Posted by Dante on Thu, 10 Apr 2003 06:16:36 GMT

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Titan1x77i did the samething to lvl08 and it didnt work with FDS.

I was thinking about importing the extracted .w3d to the .mix.

Not sure of this will work....but if someone wants to help test this method on your map or mine....we can add the w3d to the .mix and i'll run a FDS and see if we can use the map.

yes, NONE of the SP stuff is in the FDS's Always.dat, so if it is missing a critical w3d (not all of them are critical) it will simply crash the FDS, easy solutions, FDS hosts should copy there Retail Always.dat to there FDS directory....

Just a suggestion

always had that suggestion...

no one listens to the p00r wh1t3 b0y

Subject: update 4-10-3
Posted by Garth8422 on Fri, 11 Apr 2003 00:15:15 GMT

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I went into the Leveledit and looked at the LVL4 terrain to see what W3d it points to. Then I pulled it from the M4.mix file and added to the Modfolder.
then I redid the thing as C&C_Stowaway_FDS.mix

so We just need to test it on a FDS to see if it works.

Beanyhead has a copy of C&C_Stowaway_FDS.mix and if any1 else wants it
catch me on AIM: Garth8422
and I will Upload it to U.

and oh yeah, KANE LIVES!