
Subject: I'm looking for a map.
Posted by [TheGunrun](#) on Fri, 08 Aug 2003 03:42:13 GMT
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Do you know of a map that has the full version of every building. like it has obelisk with elivator, and gdi barracks with evilator and HON with gallery and ect. i would really like to see a map like that

Subject: I'm looking for a map.
Posted by [L3f7H4nd3d](#) on Fri, 08 Aug 2003 03:44:38 GMT
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I might want something like that too if I were highly affected by illegal substances.

Subject: I'm looking for a map.
Posted by [Wild1](#) on Fri, 08 Aug 2003 03:46:57 GMT
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Can you say "Lag"?

I found one, but its probably something you have already played.
I think it is in the Buzz mod. What it is is the Assault on the Base Nod mission (10, I think). It has all the Nod buildings.

Subject: Re: Do u know of?
Posted by [boma57](#) on Fri, 08 Aug 2003 04:14:56 GMT
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TheGunrunDo you know of a map that has the full version of every building?

No, but I do know the muffin man. Yes, the muffin man.

But seriously though, there's been a bunch of versions of the SP maps converted to MP, and Level 11 had all of the Nod buildings, so you could just look for that.

Subject: I'm looking for a map.
Posted by [Jaspah](#) on Fri, 08 Aug 2003 12:44:52 GMT
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Wilost0rm tried making one, Though the power plant was screwed up.

Subject: I'm looking for a map.
Posted by [forsaken](#) on Fri, 08 Aug 2003 13:43:52 GMT
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ahhh! i wanted to do the muffin man taximes!

Subject: I'm looking for a map.
Posted by [kawolsky](#) on Fri, 08 Aug 2003 14:40:55 GMT
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why do you need them?

Subject: I'm looking for a map.
Posted by [kawolsky](#) on Fri, 08 Aug 2003 14:43:19 GMT
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you might as well just play SP maps online

Subject: I'm looking for a map.
Posted by [TheMouse](#) on Fri, 08 Aug 2003 16:41:36 GMT
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j4S[p]Wilost0rm tried making one, Though the power plant was screwed up.

wilost0rm tried to make a four base map... the thread got to like 50 pages and he never released it. he is a stupid liar... wilost0rm is a dick.

Subject: I'm looking for a map.
Posted by [Jaspah](#) on Fri, 08 Aug 2003 17:19:40 GMT
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I got a copy of it from going into his FTP!

Subject: I'm looking for a map.
Posted by [laeubi](#) on Fri, 08 Aug 2003 18:22:29 GMT
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It is posible....I even have had created a MP-Elevator but not tested yet.
Unless it is not tested if that elevator does not causes lag its useless to make a MP map with such many Elevators.

Maybe there are some people that wann test it?
It needs an 12 Palyer FDS and, obvioisly 12 Players...with some different conections.

Subject: I'm looking for a map.
Posted by [TheGunrun](#) on Fri, 08 Aug 2003 20:48:18 GMT
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Im looking for a map that has every structure including the fullversion of the agt from the tutorial and every other building from that tutorial too. if some one could make one please post it.

Subject: I'm looking for a map.
Posted by [Laser2150](#) on Sat, 09 Aug 2003 03:42:34 GMT
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just to be curious?

Why can't you make one? where not your slaves

Subject: Re: I'm looking for a map.
Posted by [xSeth2k2x](#) on Sat, 09 Aug 2003 03:57:00 GMT
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TheGunrunDo you know of a map that has the full version of every building. like it has obelisk with elivator, and gdi barracks with evilator and HON with gallery and ect. i would really like to see a map like that

hey didnt i jsu tplay in a server wit you?

Subject: I'm looking for a map.
Posted by [YSLMuffins](#) on Sat, 09 Aug 2003 05:25:34 GMT
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Did I just hear my name?

Subject: I'm looking for a map.
Posted by [laeubi](#) on Sat, 09 Aug 2003 07:02:12 GMT
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Do you want the SP buildings in a map or the WSBuildings with underground, that where cut of?

Subject: I'm looking for a map.

Posted by [Infinint](#) on Sat, 09 Aug 2003 09:06:59 GMT

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that would be ALOT of lag, just think of how many polys are in one then have a hole map of them, definitely not 56k freindly
