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Subject: Fan Map Night, Again!

Posted by [Beanyhead](#) on Wed, 13 Aug 2003 17:18:11 GMT

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I hope everyone had a fun MMN last weekend! We'll be doing it again this weekend, this Saturday night, at an earlier time... (read below)

The maps:

- 1) C&C\_Carnage-Club\_Xtreme.mix - [DOWNLOAD] - [Mirror 1]
- 2) C&C\_DMCenter.mix - [DOWNLOAD]
- 4) C&C\_Lunar\_Landing.mix - [DOWNLOAD] - [Mirror 1]
- 5) C&C\_Hangmans\_Canyon.mix - [DOWNLOAD] - [Mirror 1]
- 6) C&C\_Gobi.mix - [DOWNLOAD] - [Mirror 1]
- 7) C&C\_Tropics.mix - [DOWNLOAD] - [Mirror 1]
- C&C\_BunkersTS - [DOWNLOAD] - [Mirror 1]
- 9) C&C\_GlacierTS.mix - [DOWNLOAD]
- 10) C&C\_Seaside\_Canyon.mix - [DOWNLOAD]
- 11) C&C\_CTFCY.mix - [DOWNLOAD] - [Mirror 1]
- 12) C&C\_Mines.mix - [DOWNLOAD] - [Mirror 1]
- 13) C&C\_Sand.mix - [DOWNLOAD] - [Mirror 1]
- 14) C&C\_MetroTS - [DOWNLOAD] - [Mirror 1]
- 15) C&C\_Deth\_River - [DOWNLOAD]

- Thank you to CnCDen, Modx, CnC Source, Renmaps, Insurrection, Renegade-Planet, RenStation.net, Seaman, General Havoc for hosting the maps!

Once again, if someone could make a .zip with all of them in it, it'd be helpful.

Time & Server Info:

This month, we'll have THREE MMN servers on Saturday, August 16th. 5:00 PM Eastern (10:00PM GMT). We mostly did this for all those 56kers out there that lag down so bad on the large server.

#1 (Definite Host):

Server host: BeanyServ

Players: 30

#2 (Definite Host):

Server host: beanserve

Players: 6

#3 (Possible Host):

Server host: BCServ3

Players: 12

Other notes:

- There are a bunch more maps this week, all the ones in bold are new.
- At the end of this month, Beanserv will be cancelled (financial reasons), if anyone has a LARGE server and wants to run MMN, give me a PM.
- I'll be adding a few neat features for this MMN; For one: Whenever a map loads it'll say the creator, description, etc.

Hope to see everyone there!

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Subject: Fan Map Night, Again!  
Posted by [General Havoc](#) on Wed, 13 Aug 2003 17:24:33 GMT  
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Great, I will be there as the time is more reasonable. Hope it will be great fun

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Subject: Re: Fan Map Night, Again!  
Posted by [Deactivated](#) on Wed, 13 Aug 2003 17:26:18 GMT  
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BeanyheadThank you to

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Seaman,

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for hosting the maps!

Linking to that page isn't recommended because nothing is there.  
I use that just to store files when needed. Instead, choose a link from my signature.

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Subject: Fan Map Night, Again!  
Posted by [John Shaft Jr.](#) on Wed, 13 Aug 2003 19:36:21 GMT  
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YES!!!!!! Time to get down.

\*Starts to Dance\*

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Subject: Fan Map Night, Again!  
Posted by [Walrus](#) on Wed, 13 Aug 2003 20:31:34 GMT  
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This is going to take a while, I will see if I can drop by

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Subject: Re: Fan Map Night, Again!  
Posted by [Krazyfoxx](#) on Thu, 14 Aug 2003 04:47:56 GMT  
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Beanyhead- At the end of this month, Beanyserver will be cancelled (financial reasons), if anyone has a LARGE server and wants to run MMN, give me a PM.  
Just to be clear, are you talking about the game server, the website, or both? I hate to hear that since it's probably just about my all time favorite server. I know you said something a while back about PayPal (or whatever it's called, I know nothing about it), is that still an option? Anyway, if there's no chance of keeping it up I'd like to say thanks for for the time it's been up and all the great games that I've had there. Hopefully see ya this weekend.

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Subject: Fan Map Night, Again!  
Posted by [Beanyhead](#) on Thu, 14 Aug 2003 04:54:13 GMT  
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Website and server; I requested donations when it started so this wouldn't happened, and nobody sent me a penny.

If I find another host for MMN then it will continue, if not, MMN will be dead for another who knows how long...

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Subject: Fan Map Night, Again!  
Posted by [Apache](#) on Thu, 14 Aug 2003 05:37:46 GMT

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I can probably throw up a 12 player dedicated on MMN, full Blaze Regulator moderation, and I can link to an IRC server if you want.

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Subject: Fan Map Night, Again!

Posted by [John Shaft Jr.](#) on Thu, 14 Aug 2003 06:00:12 GMT

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Hey Beany are you going to have a TS server for this upcoming MMN. If so can you tell us what it is? Thank You.

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Subject: Fan Map Night, Again!

Posted by [Speedy059](#) on Thu, 14 Aug 2003 07:57:36 GMT

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Beany, ask me before you link to my files, look what happens when you click on the downloads mirrored to renstation.net....i'll give you correct links lol. (renstation.net)

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Subject: Fan Map Night, Again!

Posted by [Beanyhead](#) on Thu, 14 Aug 2003 14:59:38 GMT

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ts.black-cell.net, then join the MMN channel.

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Subject: Fan Map Night, Again!

Posted by [Apache](#) on Thu, 14 Aug 2003 16:56:56 GMT

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Yeah, looks like I will be here, I will get on IRC when I get back later today to arrange things with you and set my FDS back up...

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Subject: Fan Map Night, Again!

Posted by [Krazyfoxx](#) on Thu, 14 Aug 2003 17:27:23 GMT

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John Shaft Jr. Hey Beany are you going to have a TS server for this upcoming MMN. If so can you tell us what it is? Thank You.

TS? Team Speak? If so how hard is it to set up and how do you know which servers are using it? Also, for someone connecting with a modem (56k), will using it affect gameplay ie. lag,

slowdowns?

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Subject: Fan Map Night, Again!  
Posted by [Apache](#) on Thu, 14 Aug 2003 18:39:07 GMT  
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Connection Refused on that IRC channel...

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Subject: Fan Map Night, Again!  
Posted by [Beanyhead](#) on Thu, 14 Aug 2003 19:29:19 GMT  
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It wasn't an IRC channel, it was a TS channel.

For IRC it's heaven.t3hhangout.com, #beanyseiv.

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Subject: Fan Map Night, Again!  
Posted by [Beanyhead](#) on Fri, 15 Aug 2003 16:23:06 GMT  
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bump

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Subject: Fan Map Night, Again!  
Posted by [Beanyhead](#) on Sat, 16 Aug 2003 16:05:50 GMT  
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Remember, MMN is tonight at 5

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Subject: Fan Map Night, Again!  
Posted by [Jaspah](#) on Sat, 16 Aug 2003 17:40:04 GMT  
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I made the file, Its 43.1mb.

I can't host it on my site because Joaorp needs the space.

So if anyone could host it...That would be great.

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Subject: Fan Map Night, Again!

Posted by [Halo38](#) on Sun, 17 Aug 2003 08:36:06 GMT

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MMN was great! nice one beany, excellent map selection

Can't wait for the next one, :bigups: to everyone that came, I scornfully look down on anyone that didn't attend

Remember that suicidal engi in CTFCY.....hahahha (nice one AeonElite )-->

Did anyone get any better screens?

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Subject: Fan Map Night, Again!

Posted by [General Havoc](#) on Sun, 17 Aug 2003 12:17:53 GMT

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LOL you ran at me covered in C4 then you detonated it. I forgot to take any screens last night. There was some madness on that map though, mobius kept covering the pedestal in C4 and getting anyone who crept in. Then there was the shotgun mayhem where 8 GDI shotgunners went down to the Nod area and started a killing spree. In the end it turned into a remote C4 attack until Beany got the flag past everyone and back to the base.

Most of the smaller maps such as Gobi, CTFCY, DMCentre and Lunar landing were good but on the bigger ones I kept going link dead and my ping was quite bad but the maps were fun to play.

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Subject: Fan Map Night, Again!

Posted by [John Shaft Jr.](#) on Sun, 17 Aug 2003 12:45:07 GMT

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Hehehehe... I remember that map. I had a WHOLE LOTTA guns that map. In the beginning when the game started I went and became a shotgunner and ran up the ramp and killed anything that moved. Then I went outside and got a Voltage Auto Rifle, a Tiberium Flechette gun, A Laser Chaingun, A Repair Gun, and a sniper Rifle. Went and ran back down to base and got a refill then changed to the Flechette gun.

Then what I did is just wait in the area where the ramp leads down to our base (where GDI could not see me) and when GDI came down that ramp and ran pass me and would shoot them dead. Hehehehehehe.... I remember that shotgun mayhem that GDI did. When GDI came down that ramp I helped take out mostly all the shotgunners. Then GDI did another rush with the shotgunners and I took out 1 shotgunner and helped take out the rest with the Flechette gun. Hehehehehe..... I love that Flechette gun. It rules. But would of had some more kills. The Framerate kepted fucking me over.

I always do that on CTFCY. I go in the beginning and get a whole bunch of guns then get a refill. Then sit and protect the flag and wait for the enemy to come to me. Hehehehehe.. its funny too cause people never expect you with a Flechette gun or a Voltage Auto Rifle in your hand.

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Subject: Fan Map Night, Again!

Posted by [General Havoc](#) on Sun, 17 Aug 2003 13:08:56 GMT

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CTF & Team Deathmatch Communications Centre will be coming soon as soon as I've finished the terrain and added the vis sectors to the map. I am definately disabling C4 or at least turning down the damage on the remotes and removing timed and proxy. Also the flag placement is something I will need to consider, maybe one in the MCT room and another up top in the main entrance.

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Subject: Fan Map Night, Again!

Posted by [maytridy](#) on Sun, 17 Aug 2003 15:34:53 GMT

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Last night, C&C\_CTFCY.mix was INSANE! Don't remove it, no matter what the others say. The majority of the players loved it.

MMN should be twice a week!

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Subject: Fan Map Night, Again!

Posted by [ohmybad](#) on Sun, 17 Aug 2003 17:33:02 GMT

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Crap I missed it

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