
Subject: C&C_Lightwave
Posted by [Titan1x77](#) on Sun, 17 Aug 2003 23:48:02 GMT
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This was my 1st map made in ren-x several months ago...Infantry only with teleporters

The client would be way off the coords of the host and wouldnt be able to walk...I found that your map must be centered around or near 0,0,0 in ren-x during my near completion of a new map(Tib Pit 3)..

I went back and loaded this up centered it and finished it.

heres a link to d-load and give it a try

<http://renbattle.renstation.net/Lightwave.zip>

It's hosted on Renbattle(34player)server on GS...

Subject: C&C_Lightwave
Posted by [Dante](#) on Sun, 17 Aug 2003 23:53:41 GMT
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as i posted in the mod forum, the link is for an empty zip file, try re-uploading it

Subject: C&C_Lightwave
Posted by [Titan1x77](#) on Mon, 18 Aug 2003 00:35:47 GMT
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If anyone has any problems right click the link and save as.

Subject: C&C_Lightwave
Posted by [Infinint](#) on Mon, 18 Aug 2003 02:02:44 GMT
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very interesting, its like a big complex maze, but i have a question, how do you get to the very top level? iv been supposedly very where but there

Subject: C&C_Lightwave
Posted by [Dante](#) on Mon, 18 Aug 2003 03:51:07 GMT
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there is a wall you can walk through in the very back of the tiberium factory outside. leads to a tunnel that goes up to the top of that area.

Subject: C&C_Lightwave

Posted by [Infinint](#) on Mon, 18 Aug 2003 04:25:04 GMT

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i knew you had to go through a wall :rolleyes:

Subject: C&C_Lightwave

Posted by [John Shaft Jr.](#) on Mon, 18 Aug 2003 05:10:36 GMT

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Hey thats a pretty fun map. not only can you teleport you can destroy each others base. good idea. :thumbsup:

Subject: C&C_Lightwave

Posted by [Infinint](#) on Mon, 18 Aug 2003 05:25:28 GMT

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i like that you can even teliport to the surface of the map
you know what would be an interesting map where there is a bunch of parts that look the same and there are teliports at the ends so your walking through a hallway and you think you kept walking but really your on the other side of the map. thats what they do in some games for endless maps

Subject: C&C_Lightwave

Posted by [Ferahgo](#) on Mon, 18 Aug 2003 17:06:11 GMT

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I despise you and your damn video card

Why does my video card have to suck so much. It's brand new and all this crap is happening with it

Subject: C&C_Lightwave

Posted by [Neo](#) on Mon, 18 Aug 2003 18:16:35 GMT

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Titan, mind if I put your map up at my site?

Subject: C&C_Lightwave
Posted by [Titan1x77](#) on Tue, 19 Aug 2003 02:18:03 GMT
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Go right ahead..include all the original contents of the .zip

Subject: C&C_Lightwave
Posted by [Gizbotvas](#) on Thu, 21 Aug 2003 23:13:15 GMT
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nice one Titan. :mrgreen:
