
Subject: Tiberium pit 3 is completed
Posted by [Titan1x77](#) on Mon, 25 Aug 2003 09:54:08 GMT
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Tiberium Pit 3,---final release

SPECIAL THANKS TO:NeoSaber(Exploding Silo's) Dante (scripts,defense fort),Halo38(teleporter models),Orcapilot26(tiberium crystals)Aircraftkiller(strings.tdb)

Map Name: C&C_Tiberium_pit_3
Creator: Titan1X77

Email: titan1x77@hotmail.com

Setting: Tiberium infected planet..years after Tiberian dawn
Description: Teleporters take you out to old running silo's still storing tiberium from years ago...bases have been revamped and and GDI has countered nod's recons with one of their own...although it's not as fast ,it has more armor then it's counterpart.Silo's give an extra credit per second and is important to have those extra credits,due to raised prices in aircraft(increase in health/armor)

Hope you guys enjoy it...Put alot of hard work into this map,and it is by far one of the nicest maps Ive put together....onto some recon racing maps now

Subject: Tiberium pit 3 is completed
Posted by [General Havoc](#) on Mon, 25 Aug 2003 10:19:50 GMT
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Looks great. The heightfield version was fun to play but it was very laggy and the framerate on it was bad in some areas. This one looks better and it should be fun to play. I take it you spend ages generating the VIS so that should speed the game up a bit this time. I'll take a look - shame about the server that I was thinking of playing it on though.

Subject: Tiberium pit 3 is completed
Posted by [Titan1x77](#) on Mon, 25 Aug 2003 11:15:23 GMT
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Updated the link to d-load....nod's extra vehilces came out as GDI's...OB killed it upon spawning...Prob is fixed and new d-load is up...dont worry about version conflicting,I renamed it to C&C_Tiberium_Pit3.mix instead of C&C_Tiberium_Pit_3.mix

Havoc..I'll take care of your server issues ..just give me a couple days.

Subject: Tiberium pit 3 is completed
Posted by [Skier222](#) on Mon, 25 Aug 2003 15:01:35 GMT
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looks good, it would prolly look better if used vertex paint on the mountain walls.

D-ling now.....

Subject: Tiberium pit 3 is completed
Posted by [spreegem](#) on Mon, 25 Aug 2003 15:58:49 GMT
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Sw337 Could I put it on my web site? My stupid computer that's gonna be the web host still isn't working, I gotta find out what's wrong . . .

Subject: Tiberium pit 3 is completed
Posted by [Majiin Vegeta](#) on Mon, 25 Aug 2003 19:47:08 GMT
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i downloaded it earlier today will try it out when i feel like playing on renegade.. damn cheats

Subject: Tiberium pit 3 is completed
Posted by [NeoSaber](#) on Mon, 25 Aug 2003 20:23:40 GMT
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Hey, wait a second. I wasn't given credit for the silos.

Subject: Tiberium pit 3 is completed
Posted by [Titan1x77](#) on Mon, 25 Aug 2003 21:11:42 GMT
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Damn....sorry...i got so use to using them I forogt

Im very sorry..I'll edit the readme and reupload the .zip ASAP

Subject: Tiberium pit 3 is completed
Posted by [Titan1x77](#) on Tue, 26 Aug 2003 06:20:01 GMT
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I fixed the recons(dont flip so easy now)...and fixed the PP physical barrier and fixed the sticky fence...

Re-download the new version titled C&C_Tib_Pit_3.mix

Just use the link on my 1st post
