Subject: CnC_FieldTS.lvl released
Posted by reborn on Mon, 12 Dec 2005 00:04:10 GMT

The .lvl file for the map CnC_FieldTS.mix has never been released. Until now...
AircraftKiller made this map and after formatting his hard-drive he lost it forever.

Well as part of the core-patch 2 map fixes I have had to remake the .lvl file for this map, and seeing as I have now completed the fixes for this map I thought I might aswell release it.. I have included one small addition to the map.. I have removed the ability to get into the tunnels with a Nod buggy. I have also fixed a weird lag area between the obilsk and the strip tower, and I fixed the glitch where sometimes buying a flame tank doesn't deliver.

So here is a screen-shot, and a link to the file, it includes all the way-paths, controllers, crate spawners, purchase terminals and other neccessary presets. The start-up spawners and crate spawns are as close to the original file as possible. Enjoy

.lvl file for the map CnC_FieldTS.mix