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Subject: Re: [RELEASE] Nod\_Survival

Posted by [Brandon](#) on Sat, 08 Mar 2008 00:52:07 GMT

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EA-DamageEverything wrote on Fri, 07 March 2008 11:30Brandon wrote on Thu, 06 March 2008 01:39

What is GDI Survival then?[/b][color]

GDI Survival was the original map in production but my laser mouse went crazy when I was finishing it one day and destroyed all my progress as well as my LevelEdit amazingly. So I had to start over and decided that I'd jump to Nod Survival since it was now closer to done than GDI Survival. So if GDI Survival has been cancelled (or whatever you call it), why can everybody download it from the St0rm FTP? Look at the pictures

NOD Survival has been removed from the main FTP dir. When I downloaded them at the end of January, both were available.

Answer: GDI Survival as I said was the original map before Nod Survival was ever thought of. I had to start over 4 times due to technical difficulties (ie. my laser mouse was going out and my PC failed to save anything the first two times around oddly enough). I had released a beta but realized that we had forgotten some critical pieces so the project continued until my laser mouse fried upon the 4 redo and it f\*cked up my entire map and LevelEdit preset library.

So GDI Survival was never really finished. We'll be redesigning the map after the completion of Nod Survival's server-side edition. I don't care what happens to the old, it'll be replaced once we release the new one.

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