
Subject: Yet another WIP map...

Posted by [=HT=T-Bird](#) on Mon, 16 Jan 2006 02:53:55 GMT

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This time, its my first public Ren map, C&C_Combat_Canyon_DM. This is a pure TDM map with no buildings, PTs, or vehicles set in a grassy, steep-walled, L-shaped canyon that contains a pair of Tiberium fields. The map is currently in beta and can be downloaded from here. Updates will go here.

P.S. The Tib fields are somewhat glitchy, this probably is due to the fact that this is a heightfield map...

P.P.S. The Nod autorifle SHOULD be discarded for spawning Noddies in favor of the stronger GDI version...how do I do that?

File Attachments

1) [C&C_Combat_Canyon_DM_Beta1.mix](#), downloaded 140 times
