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Subject: C&C\_Night0X.mix ~ :D  
Posted by [Slash0x](#) on Wed, 01 Sep 2004 19:12:45 GMT  
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[ C&C\_Night0X.mix ]

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=====C&C\_Night0X Readme=====

Map Name: C&C\_Night0X.mix (Version 1.0)

Creator: Slash0x

Email: TheSlyer@yahoo.com

Theatre: GDI and Nod are battling it out to take over this dark territory. Don't know why? Perhaps just domination.

Description: Dark lighting, rain, and lightning. Can you say spooky?

Homepage: N/A

This file is the property of the creator (Slash0x), all rights and copyrights belong to the creator of this map. Do not copy, alter, or claim credit for this map without permission from the creator. Thank you.

=====  
=====Background Music=====

Sorry, none for this level...

[Screenshot ]

ENJOY! ^\_^

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Subject: C&C\_Night0X.mix ~ :D  
Posted by [Slash0x](#) on Wed, 01 Sep 2004 19:21:32 GMT  
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Two more screenies, each from both bases...

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Subject: C&C\_Night0X.mix ~ :D  
Posted by [Doitle](#) on Wed, 01 Sep 2004 19:24:31 GMT  
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Looks cool. Very like moodified... The dark and everything.

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Subject: C&C\_Night0X.mix ~ :D  
Posted by [YSLMuffins](#) on Wed, 01 Sep 2004 19:37:27 GMT  
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Now THAT is very pretty. :thumbsup:

Does it have VIS?

Edit: Also, you should post this in the General Forum.

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Subject: C&C\_Night0X.mix ~ :D  
Posted by [Slash0x](#) on Wed, 01 Sep 2004 20:27:32 GMT  
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Yes, it does have vis.

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Subject: C&C\_Night0X.mix ~ :D  
Posted by [Slash0x](#) on Wed, 01 Sep 2004 20:33:04 GMT  
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Join my server I have up, the more fun it will be.

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Subject: C&C\_Night0X.mix ~ :D  
Posted by [Jaspah](#) on Thu, 02 Sep 2004 00:21:54 GMT  
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Your mapping skills have definetly improved, GJ. :thumbsup:

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Subject: C&C\_Night0X.mix ~ :D  
Posted by [Havoc 89](#) on Thu, 02 Sep 2004 00:36:50 GMT  
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interesting map, if you go hide near the middle of the map infront of a tree, you wont be spotted at all

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One thing to fix, Nod has turrets but GDI doesn't have Guard Towers?

And I don't know if vehicles were allowed to go in the caves but it's fun, I drove a Humvee from GDI base to Nod as well as an Orca.

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Subject: C&C\_Night0X.mix ~ :D  
Posted by [Slash0x](#) on Thu, 02 Sep 2004 01:27:53 GMT  
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Well, as I was almost to the end of making the map, I thought...why now let vehicles get into the tunnel. Should make a change in gameplay.

GDI Guard Towers - THE MOST ANNOYING THING IN RENEGADE! You cannot do anything with those and always cause GDI to base camp with their 1337 uber n00b defenses. Lol.

j4S[p]Your mapping skills have definitely improved, GJ. :thumbsup:  
Actually, I've been practicing with different things and new tools with 3DS Max and GMax in the past 3 months off and on.

...Thanks for the compliments and future ones to. Non-modders make us modders feel so proud of ourselves.

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Subject: C&C\_Night0X.mix ~ :D  
Posted by [Alkaline](#) on Thu, 02 Sep 2004 02:33:25 GMT  
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sweetness... how about fixing up Ruins0X map?

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Subject: C&C\_Night0X.mix ~ :D  
Posted by [gendres](#) on Thu, 02 Sep 2004 02:40:17 GMT  
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excellent work

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Subject: C&C\_Night0X.mix ~ :D  
Posted by [icedog90](#) on Fri, 03 Sep 2004 06:51:08 GMT  
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That looks pretty good, and spooky...

Doom 3 is scarier.

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