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Subject: ]==>> C&C\_Meadow.mix <<==[ [Trailer and Scr  
Posted by [GDIViperM](#) on Sat, 08 Jan 2005 02:24:36 GMT  
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Trailer:  
Meadow\_Reloaded.wmv ||oder||or|| GDI-GT HomePage

Screenshots:  
C&C\_Meadow1.jpg  
C&C\_Meadow2.jpg  
C&C\_Meadow3.jpg  
C&C\_Meadow4.jpg  
C&C\_Meadow5.jpg

C&C\_Meadow.mix on February 06 2005 coming soon

PS.: Beta-version is now available... post here for the BETA Map of C&C\_Meadow.mix to download it.

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Subject: ]==>> C&C\_Meadow.mix <<==[ [Trailer and Scr  
Posted by [z310](#) on Sat, 08 Jan 2005 03:31:41 GMT  
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Looks lovely.

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Subject: ]==>> C&C\_Meadow.mix <<==[ [Trailer and Scr  
Posted by [icedog90](#) on Sat, 08 Jan 2005 03:39:07 GMT  
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Looks good but you've got a lot of big textures that look blurry.

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Subject: ]==>> C&C\_Meadow.mix <<==[ [Trailer and Scr  
Posted by [Ripintou](#) on Sat, 08 Jan 2005 03:41:11 GMT  
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Looks interesting, however there is already a Country\_Meadows.mix, kinda made me think of that I would name it something else or people will think it's a Country\_Meadows update.

<http://www.cnc-source.com/files/pafiledb.php?action=file&id=310>

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Subject: ]==>> C&C\_Meadow.mix <<==[ [Trailer and Scr  
Posted by [Fabian](#) on Sat, 08 Jan 2005 05:33:52 GMT  
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I tend to think, like Aircraftkiller, that good maps make you feel that there is more beyond where you can actually go...like if you could scale those rocks, you get the feeling that there is tons more land to be explored. I suggest putting a backdrop above the rocks, and maybe some trees up there.

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Subject: ]==>> C&C\_Meadow.mix <<==[ [Trailer and Scr  
Posted by [Aircraftkiller](#) on Sat, 08 Jan 2005 05:34:36 GMT  
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Odd thing about CM, when I first made it I called it "Country Meadow," then everyone started calling it "Country Meadows" so it stuck.

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Subject: ]==>> C&C\_Meadow.mix <<==[ [Trailer and Scr  
Posted by [idebo](#) on Sat, 08 Jan 2005 07:59:07 GMT  
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That looks promising. OMG you don't have Renguard! :rolleyes:

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Subject: ]==>> C&C\_Meadow.mix <<==[ [Trailer and Scr  
Posted by [Dave Mason](#) on Sat, 08 Jan 2005 14:00:58 GMT  
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That map looks ab fab.

I'll download it the day it comes out, can't wait.

Good work!

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Subject: ]==>> C&C\_Meadow.mix <<==[ [Trailer and Scr  
Posted by [revenue](#) on Sat, 08 Jan 2005 15:21:30 GMT  
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woo nice 1 more in my maps collection page

btw my sites changed now and i just added the renegade maps to my new site.

<http://www.darev.co.uk> and click on renegade maps enjoy!

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Subject: ]==>> C&C\_Meadow.mix <<==[ [Trailer and Scr  
Posted by [Alkaline](#) on Tue, 11 Jan 2005 06:43:59 GMT  
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About time some new maps came out...  
you will know where to play

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Subject: ]==>> C&C\_Meadow.mix <<==[ [Trailer and Scr  
Posted by [SickOptometrist](#) on Wed, 12 Jan 2005 20:13:31 GMT  
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We added this one to our server (Renstratagem WOLSpy) & wow - it looks real nice! Haven't had a chance to play it much yet but I will report any bugs soon.

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Subject: ]==>> C&C\_Meadow.mix <<==[ [Trailer and Scr  
Posted by [EA-DamageEverything](#) on Thu, 13 Jan 2005 07:48:51 GMT  
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LOL another Map in the Renegade Universe.

@Ripintou Right, the Name is similar to Country\_Meadows and there are other similarities present: Silent\_Dawn is nearly the same Map like High\_Noon2.1, just without the Base defense.....

@revenue Fine, another Downloadsite in my Bookmarks but I missed some Maps.

@Alkaline Nice 2 know, but I already have all those Maps. BTW, Sand isn't a pure DM Map, because DM maps haven't got a Base which can be destroyed

THIS is a Map collection! 253 maps separated into Folders by playing mode= Folder view here <http://img18.exs.cx/img18/7595/maps2hr.jpg> and Map overview here <http://img18.exs.cx/img18/6137/maps10jq.jpg>

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Subject: ]==>> C&C\_Meadow.mix <<==[ [Trailer and Scr  
Posted by [revenue](#) on Thu, 13 Jan 2005 09:07:21 GMT  
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nice man... it would be good if you upload them on my site ^^ cos i cant find anyother renny maps NOWHERE!

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Subject: ]==>> C&C\_Meadow.mix <<==[ [Trailer and Scr  
Posted by [GDIViperM](#) on Sat, 15 Jan 2005 14:38:21 GMT

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your link doesn't work @ revenuke

=> and does anybody know who the leader is of the RenGuard team?  
I want to show them my map!!  
Maybe it will be on the next patch I hope..

Who can I ask for this?

THX's...

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Subject: ]==>> C&C\_Meadow.mix <<==[ [Trailer and Scr  
Posted by [revenuke](#) on Sat, 15 Jan 2005 17:28:30 GMT  
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yes i know.. its down atm... moving servers....

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Subject: ]==>> C&C\_Meadow.mix <<==[ [Trailer and Scr  
Posted by [GDIViperM](#) on Sat, 15 Jan 2005 19:19:50 GMT  
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k

=> and does anybody know who the leader is of the RenGuard team?  
I want to show them my map!!  
Maybe it will be on the next patch I hope..

Who can I ask for this?

THX's...

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Subject: ]==>> C&C\_Meadow.mix <<==[ [Trailer and Scr  
Posted by [glyde51](#) on Sat, 15 Jan 2005 19:23:32 GMT  
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Once this get's out I'll be sure to host it.

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Subject: ]==>> C&C\_Meadow.mix <<==[ [Trailer and Scr  
Posted by [Dave Mason](#) on Sat, 15 Jan 2005 21:30:14 GMT  
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Ask crimson/blazer/mac about your map inclusion.

It's not the leader of rengaurd you are looking for but the leader of Blackhand Studios.

Core Patch 1 is made by them and so is Renguard.

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Subject: ]==>> C&C\_Meadow.mix <<==[ [Trailer and Scr  
Posted by [GDIViperM](#) on Sun, 16 Jan 2005 14:15:38 GMT

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OK and how do you think about my map?  
Is it Map-enough for Renegade?

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Subject: ]==>> C&C\_Meadow.mix <<==[ [Trailer and Scr  
Posted by [Dave Mason](#) on Sun, 16 Jan 2005 14:21:54 GMT

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from what I can see yes, but since I havn't been able to play it myself I really couldn't say.

I'll tell you what I think when I download it, unless you want to give me a version by email?  
\*whistles\* davejmason\*AT\*gmail\*DOT\*com

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Subject: ]==>> C&C\_Meadow.mix <<==[ [Trailer and Scr  
Posted by [GDIViperM](#) on Mon, 17 Jan 2005 21:30:23 GMT

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hm... I can't send the map on any email because it is to large for the email upload service and my outlook suxxt

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Subject: ]==>> C&C\_Meadow.mix <<==[ [Trailer and Scr  
Posted by [GDIViperM](#) on Tue, 18 Jan 2005 18:30:20 GMT

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How can I send the map? (14.2MB)

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Subject: ]==>> C&C\_Meadow.mix <<==[ [Trailer and Scr  
Posted by [GDIViperM](#) on Sat, 05 Feb 2005 23:34:55 GMT

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Weitere Meinungen?

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Map coming soon!!

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