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Subject: C&C\_Meadow.mix

Posted by [GDIViperM](#) on Mon, 01 Aug 2005 00:39:04 GMT

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What do you think about C&C\_Meadow.mix?

and y is it not on every server???

here some pics...

Sreenshots:

[C&C\\_Meadow1.jpg](#)

[C&C\\_Meadow2.jpg](#)

[C&C\\_Meadow3.jpg](#)

[C&C\\_Meadow4.jpg](#)

[C&C\\_Meadow5.jpg](#)

[PlayingMeadow1.jpg](#)

[PlayingMeadow2.jpg](#)

[10vs10Meadow.jpg](#)

[12vs13Meadow.jpg](#)

Download Mirrors:

[www.renmaps.com](http://www.renmaps.com)

[www.mpmmaps.net](http://www.mpmmaps.net)

Mirror3

Link:[vwww.wet-page.de](http://vwww.wet-page.de)

Direkt:[vwww.gdi-gt.de](http://vwww.gdi-gt.de)

Link:[vwww.cnc-source.com](http://vwww.cnc-source.com)

Direkt:[vwww.jelly-games.com](http://vwww.jelly-games.com)

Link:[www.fileplanet.com](http://www.fileplanet.com)

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## File Attachments

1) [C&C\\_Meadow.jpeg](#), downloaded 868 times

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SE

SHIBBY

Credits: 98

Subject: Re: C&C\_Meadow.mix  
Posted by [glyde51](#) on Mon, 01 Aug 2005 00:48:11 GMT  
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Why is this at the top of my topics...?

Oh. I get it! He spammed!

We all know your map. Shush time.

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Subject: Re: C&C\_Meadow.mix  
Posted by [GDIViperM](#) on Mon, 01 Aug 2005 00:51:33 GMT  
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All know it? hm... I don't think so... but ok... now I would know what you think about it ;D

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Subject: Re: C&C\_Meadow.mix  
Posted by [Aprime](#) on Mon, 01 Aug 2005 03:14:40 GMT  
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Because it doesn't make any sense?

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Subject: Re: C&C\_Meadow.mix  
Posted by [Dave Anderson](#) on Mon, 01 Aug 2005 03:16:59 GMT  
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Sad...He is advertising his map actually. You can tell easily, first, we have seen this topic from him before, 'I think'. And secondly I used to post topics like this about RenGen.

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Subject: Re: C&C\_Meadow.mix  
Posted by [Lijitsu](#) on Mon, 01 Aug 2005 07:32:24 GMT  
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Ive played that map in the Unrules New Maps server. Its alright. I got pinned in that structure on the hill you see as a Deadeye. There were so many Nod tanks moving through there it wasnt even funny. Eventually i was saved by a Medium Tank, and decided i would do what i normally do on that map. Defend.

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Subject: Re: C&C\_Meadow.mix  
Posted by [Naamloos](#) on Mon, 01 Aug 2005 11:59:36 GMT

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Omg, he already kept bumping his first topic about his map, then after a while it got locked. Now he makes another topic about the same map?

Just delete this as it's only spam...

GDIViperM, if you wan't your map to get more attention I suggest you updated it, there are a 'few' things you need to look at in your older topic...

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Subject: Re: C&C\_Meadow.mix  
Posted by [GDIViperM](#) on Mon, 01 Aug 2005 12:25:39 GMT  
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yer I know... I will look... I have tried to destroy the bugs... but I can't find the reasons uf this small bugs...

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