
Subject: C&C_DMConYard is released!
Posted by [Anonymous](#) on Wed, 11 Dec 2002 18:30:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

=====
Readme=====
=====Renegade Map
=====
Map Name: C&C_DMConYard | Version 1.1
Creator: Aircraftkiller
Email: aircraftkiller@cncrenegade.info
Theatre: Dusk, temperate
Description: This is a team deathmatch map. You spawn on any various area in the level. You fight inside and outside of the GDI Construction Yard, along a beach and a backwoods trail.
Homepage: <http://www.cncrenegade.info> ; <http://www.cncden.com>
This file is the property of the creator, all rights and copyrights belong to the him. This file is exclusive to Renegade Realm and C&C Den. Do not copy, alter, or claim credit for this map without permission from the webmaster and creator.
www.cncrenegade.info

Subject: C&C_DMConYard is released!
Posted by [Anonymous](#) on Wed, 11 Dec 2002 19:35:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I don't really play DM much but I liked beach so maybe I'll check it out.

Subject: C&C_DMConYard is released!
Posted by [Anonymous](#) on Thu, 12 Dec 2002 07:28:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice map ACK but there is a nice sized flaw in it. Near the powerplant door there is another door way just sitting there, in the open. otherwise it is sweet. I love how the conyard has the smokestack peice on its crane. but methinks you could add some more stuff to fill the emptyness of some of the rooms inside. just mhogreat work!

Subject: C&C_DMConYard is released!
Posted by [Anonymous](#) on Thu, 12 Dec 2002 12:55:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: C&C_DMConYard is released!
Posted by [Anonymous](#) on Thu, 12 Dec 2002 14:18:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: C&C_DMConYard is released!
Posted by [Anonymous](#) on Thu, 12 Dec 2002 15:45:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I found one big prob i don't think u meant to put on here? whenever you go by the gate at the back side of the conyard your able to go through the cement part of the gate (like its a hologram) on the left and after you keep walking you fall off the map.....

Subject: C&C_DMConYard is released!
Posted by [Anonymous](#) on Thu, 12 Dec 2002 15:48:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Oh yeah good job can't wait for more maps

Subject: C&C_DMConYard is released!
Posted by [Anonymous](#) on Thu, 12 Dec 2002 16:24:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

uh also where is the key to pp i can't find it?!?!? is there supposed to be one????oh alright sorry i will from now on [December 12, 2002, 16:36: Message edited by: forsaken]

Subject: C&C_DMConYard is released!
Posted by [Anonymous](#) on Thu, 12 Dec 2002 16:26:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

**** man use the god **** edit button! dont need to post 3 times!

Subject: C&C_DMConYard is released!
Posted by [Anonymous](#) on Sat, 14 Dec 2002 00:27:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: C&C_DMConYard is released!
Posted by [Anonymous](#) on Sat, 14 Dec 2002 01:08:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: C&C_DMConYard is released!
Posted by [Anonymous](#) on Sat, 14 Dec 2002 16:28:00 GMT
[View Forum Message](#) <> [Reply to Message](#)
