
Subject: [Map] C&C_Snow_Warfare
Posted by [Mauler](#) on Wed, 05 Dec 2012 14:31:34 GMT
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==C&C_Snow_Warfare.mix==
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Gametype: Control Point Domination

Size: Small (45+ Player accommodation)

Version: 1.0

Created: Mauler -- Coding: Zunnie

Snow Warfare is based on the popular TCW (Tiberium Crystal War) Deathmatch map of the same name.

Battling it out in a snow covered valley over the control of the valuable Control Nodes in the sector. Take charge and capture those nodes and secure victory. GDI and Nod have also secretly taken the opportunity to decorate near by trees in celebration of the holiday season.

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=Changelist/Features=
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- Domination gameplay
- Random Character spawning system (you can still purchase characters from PT's)
- Increased Advanced Character speed (To accomodate faster gameplay)
- Sniper Rifle ammo decreased to 2 clip rounds
- Ramjet Rifle ammo decreased to 1 clip rounds
- SBH Stealth disabled (Gameplay reasons)
- Indestructable Bases
- Lightmapped terrain
- Climbable scaffolds (Icicle's on the scaffolds mark where you can climb)
- Player controlled base defences
- CnC Crate Spawner for (serverside mods)
- Repair Guns, and basic weapons spawners
- Beacons Disabled

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=Screenshots=
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Subject: Re: [Map] C&C_Snow_Warfare
Posted by [zunnie](#) on Wed, 05 Dec 2012 14:41:23 GMT
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Excellent map, this has been one the most fun maps of TCW for sure.
Nice work converting it to Renegade
Fun

Subject: Re: [Map] C&C_Snow_Warfare
Posted by [Mauler](#) on Wed, 05 Dec 2012 14:43:03 GMT
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Forgot to mention that the map currently ONLY works on UltraAOW.com NewMaps 4.0 Server (208.115.196.18:7070)

This is due the scripts used on the map, they will be included in the next public release of TT,
Sorry about the inconvenience.

EDIT: Still works online but the control points wont display which team has captured it

Subject: Re: [Map] C&C_Snow_Warfare
Posted by [Mauler](#) on Wed, 26 Dec 2012 13:39:26 GMT
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Fixed link

Subject: Re: [Map] C&C_Snow_Warfare
Posted by [Mauler](#) on Sat, 09 Feb 2013 10:16:48 GMT
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TT RC2 now contains the scripts used for this level, you can now host this map with no issues, so long as you are updated to TT 4.0 RC2
