Subject: [Renegade Map] C&C_Fusion.mix
Posted by roszek on Sun, 23 Dec 2012 18:51:24 GMT

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This map is a merge between my C&C_aGeneralMap and C&C_Madness map.

I simply added the Generals vehicles from Madness to aGeneralMap as well as I created custom attack and destruction sounds for all 8 buildings.

aGeneralMap I always felt had a great layout with a nice field to fight in and 2 veh entrances for both bases, one entrance on each base has a fully destroyable bridge.

I added custom defences to this map by modifying the sam to look more like the Generals one and giving china a heavy gun turret; I would have done the gatling gun like with Generals but it would miss the inf with two muzzles being off center.

You can download the map here...

Some screenshots and a video demo:

Video demo...

File Attachments
1) Screenshot.187.jpg, downloaded 988 times

2) Screenshot.188.jpg, downloaded 987 times

3) Screenshot.189.jpg, downloaded 997 times

4) Screenshot.191.jpg, downloaded 990 times

Nice man, i love it already, it is a tad big though but its nice.
Expect this on the server from UltraAOW NewMaps 4.0 very soon.
Server is kinda busy right now so i'm gonna wait with updating it

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I made a short kickass video lol:
http://www.youtube.com/watch?v=6cH2BPsPS9s&feature=youtu.be

Subject: Re: [Renegade Map] C&C_Fusion.mix
Posted by crazfulla on Sat, 05 Jan 2013 12:17:27 GMT

SAM sites attacking your tank? What BD script are you using? There are some for attacking aircraft - "RA_Base_Defence_VTOL_only" or something like that.

I do remember "aGeneralMap", it was pretty decent, symetrical layout. The name sucked however.