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 789 times



2) Screenshot.188.jpg, downloaded 786 times



3) Screenshot.189.jpg, downloaded 802 times



4) Screenshot.191.jpg, downloaded 793 times



Subject: Re: [Renegade Map] C&C_Fusion.mix Posted by zunnie on Sun, 23 Dec 2012 21:09:43 GMT

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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

Subject: Re: [Renegade Map] C&C_Fusion.mix Posted by zunnie on Thu, 27 Dec 2012 19:15:56 GMT

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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

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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.