
Subject: [Map] Alpine_Night

Posted by [Lazy5686](#) on Mon, 01 Apr 2013 22:31:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

The original map Alpine is not my creation, I simply made this new version of the map with a few added vehicles including recon bikes and TOW Humvees. After searching on Google and several forums I have been unable to determine the original creator but if someone can let me know so I can give credit where it is due that would be appreciated. I wouldn't usually release something like this without permission however I do not believe the creator to be active in Renegade any more.

Also among the changes are a drastic reduction in outdoor lighting, the primary complaint our players had about this map seemed to be that it was far too bright. As it would turn out the map was literally blanketed in light sources.

A pair of trees have been added to block the two paths infantry can get off the map.

A certain unique, somewhat hidden weapon was created by Reaver11 of Exodus. You'll know it when you see it.

Thanks to Gen_Blacky/GenBlacky for fixing an irritating double Obelisk beam glitch.

EDIT: Thanks to reckneya I have learned the original creator is Scarface of the Nova Mod Team.
<http://planetcnc.gamespy.com/fullstory.php?id=26790>

Picture:

Toggle Spoiler

File Attachments

1) [CnC_Alpine_Night.zip](#), downloaded 138 times

Subject: Re: [Map] Alpine_Night

Posted by [Creed3020](#) on Wed, 03 Apr 2013 00:22:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

I have a rather large collection of fan maps dating back to 2002. I found the readme for this map and attached it.

Thanks for the update, would love to play this map again.

File Attachments

1) [C&C_Alpine_Readme.txt](#), downloaded 176 times

Subject: Re: [Map] Alpine_Night

Posted by [Lazy5686](#) on Wed, 03 Apr 2013 01:28:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thanks! Updated the readme, we'll probably be playing it in Jelly-marathon sometime in the next few days.

Subject: Re: [Map] Alpine_Night

Posted by [zunnie](#) on Wed, 03 Apr 2013 08:24:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

Nice, added it to our server too now, will be a nice addition

Subject: Re: [Map] Alpine_Night

Posted by [ArtyWh0re](#) on Thu, 02 May 2013 09:26:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

Cool map edit Scruffy, I didn't know you was the one that did this. I played on this a couple of times already and enjoyed it, especially the new vehicles.

Subject: Re: [Map] Alpine_Night

Posted by [liquidv2](#) on Sat, 10 Aug 2013 20:06:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

i keep flipping GDI vehicles over the little ledge out of the GDI base past the AGT
aside from that, it's pretty neat lol
the Nod recon bike is beastly

Subject: Re: [Map] Alpine_Night

Posted by [Speedy059](#) on Tue, 13 Aug 2013 21:03:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

Remove the trees on the mountains!!!!!!!!!!!!!!!!!!!!!!

Subject: Re: [Map] Alpine_Night

Posted by [Lazy5686](#) on Tue, 13 Aug 2013 21:09:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

Speedy059 wrote on Tue, 13 August 2013 14:03 Remove the trees on the mountains!!!!!!!!!!!!!!!!!!!!!!
I put those there for a reason.

Subject: Re: [Map] Alpine_Night
Posted by [zunnie](#) on Tue, 20 Aug 2013 14:57:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Going on top of the mountains was one of my favorite things to do and both teams can do it.
Still a nice map though
