
Subject: C&C Land Day - Rerelease
Posted by [dblaney1](#) on Wed, 10 Dec 2014 21:29:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is a great map from back in the day that unfortunately had a broken airtower and MCT. I redid this map with some slight tweaking etc. redid the vis so that it works properly with widescreens, filled in the blank spot in gdis base with a sniper tower etc. I also have a night version that I made that I will also be posting in the near future.

Thanks AircraftKiller for the original map and westwood for the original tutorial map that this is loosely based on.

Screenshot Album:

<https://plus.google.com/photos/+DanielBlaney/albums/6091321849230815729?authkey=CMO615DTvam4lw>

Edit: Reuploaded with elevator in Nod Airstrip and a few vis fixes.

Land Fixed is without the tower.
Land_Day has the tower.

File Attachments

- 1) [C&C_Land_Fixed.mix](#), downloaded 146 times
 - 2) [C&C_Land_Day.mix](#), downloaded 130 times
-

Subject: Re: C&C Land Day - Rerelease
Posted by [Xpert](#) on Thu, 11 Dec 2014 18:18:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

I would use it if it weren't for the sniper tower you added. The AGT originally went there and during ACK's design of it, he was going to add silos for both teams but scratched that idea. I would of preferred silos or nothing at all.

Subject: Re: C&C Land Day - Rerelease
Posted by [dblaney1](#) on Thu, 11 Dec 2014 19:13:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Xpert wrote on Thu, 11 December 2014 11:18 I would use it if it weren't for the sniper tower you added. The AGT originally went there and during ACK's design of it, he was going to add silos for both teams but scratched that idea. I would of preferred silos or nothing at all.

I can give you it without the sniper tower if you want. I have it both ways. The sniper tower actually works out pretty well though. There's a weapon spawn up in it. Nod has a weapon spawn on top of their power plant.

I added the sniper tower because that area looked really weird being blank like it was.

Subject: Re: C&C Land Day - Rerelease
Posted by [Jerad2142](#) on Thu, 11 Dec 2014 22:38:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Don't suppose you put the elevator in Nod's air tower? That way Nod has a spot with some elevation for their snipers as well.

Subject: Re: C&C Land Day - Rerelease
Posted by [dblaney1](#) on Fri, 12 Dec 2014 06:19:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Jerad Gray wrote on Thu, 11 December 2014 15:38Don't suppose you put the elevator in Nod's air tower? That way Nod has a spot with some elevation for their snipers as well.

Just added it. The elevator was actually already there. Just needed to put the w3d in the mix file and reupload. Added some manual vis points in the air tower as well. File is reuploaded in the OP.

Subject: Re: C&C Land Day - Rerelease
Posted by [dblaney1](#) on Fri, 12 Dec 2014 22:16:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Xpert wrote on Thu, 11 December 2014 11:18I would use it if it weren't for the sniper tower you added. The AGT originally went there and during ACK's design of it, he was going to add silos for both teams but scratched that idea. I would of preferred silos or nothing at all.

Xpert I uploaded a version without the sniper tower for you. Check the original post. Its the download that says C&C_Land_Fixed.mix
