Subject: [Map] C&C_Canyon_Falls_Fusion.mix
Posted by roszek on Sat, 31 Oct 2015 21:28:25 GMT

View Forum Message <> Reply to Message

This is a custom map created by me with help from Mauler.

All the Renegade vehicles have been replaced with C&C4 vehicles.

There is also a working Chronoshpere for GDI, and Nod has a mutant lab which allows Nod to buy Mutant soldiers even if the hon is dead.

This map uses custom crates (instead of the reborn ones) which are dropped of by cargo plane.

For this map to work properly you need to install the included scripts and ssgm plugin to your server.

The sidebar.dll (created mostly by zunnie) puts beacons on the sidebar.

Again, thanks to Matt Fabian for his great waterfall, and Hunter-Seeker for extracting and helping to configure the vehicles.

Note: this map wont work with Dragonade.

Some Screenshots

File Attachments
1) Screenshot.53.png, downloaded 1140 times

2) Screenshot.54.png, downloaded 1114 times

3) Screenshot.55.png, downloaded 1119 times

---

4) Screenshot.56.png, downloaded 1130 times

5) Screenshot.59.png, downloaded 1109 times

6) Screenshot.60.png, downloaded 1106 times

7) Screenshot.61.png, downloaded 1108 times

Subject: Re: [Map] C&C_Canyon_Falls_Fusion.mix
Posted by Starbuzz on Fri, 06 Nov 2015 11:34:33 GMT
View Forum Message <> Reply to Message

Looks great! Need to get on that Venom!

Subject: Re: [Map] C&C_Canyon_Falls_Fusion.mix
Posted by roszek on Wed, 18 Nov 2015 19:37:05 GMT
View Forum Message <> Reply to Message

Updated everything do to balance issues.

File Attachments
1) Canyon_Falls_Fusion.rar, downloaded 321 times

Subject: Re: [Map] C&C_Canyon_Falls_Fusion.mix
Posted by zunnie on Fri, 27 Nov 2015 20:33:56 GMT
View Forum Message <> Reply to Message

Exellent map.

Subject: Re: [Map] C&C_Canyon_Falls_Fusion.mix
Posted by ehhh on Mon, 30 Nov 2015 20:35:39 GMT
View Forum Message <> Reply to Message

the placing of that ob, triggers me