

---

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 Chronosphere 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 1315 times



2) [Screenshot.54.png](#), downloaded 1307 times



3) [Screenshot.55.png](#), downloaded 1298 times



4) [Screenshot.56.png](#), downloaded 1313 times



5) [Screenshot.59.png](#), downloaded 1279 times



6) [Screenshot.60.png](#), downloaded 1283 times



7) [Screenshot.61.png](#), downloaded 1291 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 368 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

---