
Subject: C&C Country Meadow is released.
Posted by [Aircraftkiller](#) on Wed, 15 Oct 2003 19:59:46 GMT
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<http://www.cncden.com>

Subject: C&C Country Meadow is released.
Posted by [bigjoe14](#) on Wed, 15 Oct 2003 20:06:34 GMT
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Hey, Nod's got their temple in this one. I'll be sure to d/l this one once I get home.

Subject: C&C Country Meadow is released.
Posted by [Aircraftkiller](#) on Thu, 16 Oct 2003 00:16:32 GMT
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Subject: C&C Country Meadow is released.
Posted by [TheMouse](#) on Sat, 18 Oct 2003 19:54:30 GMT
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Still needs a little work. I like it though.

Subject: C&C Country Meadow is released.
Posted by [Flubber](#) on Sun, 19 Oct 2003 14:31:41 GMT
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Probably my favourite map from you aircraftkiller , maybe its just me but this map truly feels different, well done

Subject: C&C Country Meadow is released.
Posted by [zeratul2400](#) on Sun, 19 Oct 2003 19:09:16 GMT
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Yes is Verry a good maps good jobs Ack

Subject: C&C Country Meadow is released.

Posted by [Imdgr8one](#) on Sun, 19 Oct 2003 20:34:37 GMT

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Sweet Jesus, learn to spell for the love of God. Have fun at preschool jimmy.

Subject: C&C Country Meadow is released.

Posted by [Deafwasp](#) on Tue, 21 Oct 2003 17:02:53 GMT

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I can't really talk, but the only thing ACK don't seem to do well is making tunnels, like the ones in this map.

I like the map still though.

Subject: C&C Country Meadow is released.

Posted by [Aircraftkiller](#) on Tue, 21 Oct 2003 18:58:37 GMT

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What was wrong with them? I saw no need to make elaborate tunnels in a level that was already over 25,000 polygons.

Subject: C&C Country Meadow is released.

Posted by [Deafwasp](#) on Tue, 21 Oct 2003 21:44:47 GMT

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It's not like they dont work, I just figured, whith your mapping talents you would make em look great. I mean, anybody here can make a elongated box that sinks every 10 feet.

Most of the tunnels in your maps could benifit from simply using different textures.

It isnt a big issue, I may be wrong cause I am the only one who seems to mention this.

Subject: C&C Country Meadow is released.

Posted by [PCWizzardo](#) on Sat, 25 Oct 2003 03:44:30 GMT

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Where's the temple? I don't see it!

Subject: C&C Country Meadow is released.

Posted by [warranto](#) on Sat, 25 Oct 2003 04:38:51 GMT

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the SHRINE can be found in the back left corner (when looking at the gates)

Subject: C&C Country Meadow is released.
Posted by [PCWizzardo](#) on Sat, 25 Oct 2003 19:25:29 GMT

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what gates? there are no gates on the map. Just an open area between walls where gates could fit. And there is no shrine.

Subject: C&C Country Meadow is released.
Posted by [warranto](#) on Sat, 25 Oct 2003 20:42:29 GMT

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uhh.. yes there are. The gates are the things that lower while you try to exit the base out the front way. The shrine is the structure in the back corner opposite of the con yard.

Subject: C&C Country Meadow is released.
Posted by [PCWizzardo](#) on Sun, 26 Oct 2003 00:30:39 GMT

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Then I must have a DIFFERENT c&C_country_meadow
The one I downloaded was a .pkg file.
I googled it and now I've downloaded yours.

but STILL no conyard, gates, or shrine.

Subject: C&C Country Meadow is released.
Posted by [warranto](#) on Sun, 26 Oct 2003 04:57:02 GMT

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get the one from <http://www.renmaps.com>

that one is probably the older version that ACK did.

Subject: C&C Country Meadow is released.
Posted by [PCWizzardo](#) on Sun, 26 Oct 2003 16:46:19 GMT

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CNCDen is back up. I downloaded it there, and now it has the shrine.
