
Subject: [Renegade Map] C&C_Fusion.mix
Posted by [roszek](#) on Sun, 23 Dec 2012 18:51:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

This map is a merge between my C&C_aGeneralMap and C&C_Madness map.

I simply added the Generals vehicles from Madness to aGeneralMap as well as I created custom attack and destruction sounds for all 8 buildings.

aGeneralMap I always felt had a great layout with a nice field to fight in and 2 veh entrances for both bases, one entrance on each base has a fully destroyable bridge.

I added custom defences to this map by modifying the sam to look more like the Generals one and giving china a heavy gun turret; I would have done the gatling gun like with Generals but it would miss the inf with two muzzles being off center.

You can download the map here...

Some screenshots and a video demo:

Video demo...

File Attachments

1) [Screenshot.187.jpg](#), downloaded 331 times



2) [Screenshot.188.jpg](#), downloaded 325 times



3) [Screenshot.189.jpg](#), downloaded 332 times



4) [Screenshot.191.jpg](#), downloaded 330 times



Subject: Re: [Renegade Map] C&C_Fusion.mix
Posted by [zunnie](#) on Sun, 23 Dec 2012 21:09:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice man, i love it already, it is a tad big though but its nice.
Expect this on the server from UltraAOW NewMaps 4.0 very soon.
Server is kinda busy right now so i'm gonna wait with updating it

Subject: Re: [Renegade Map] C&C_Fusion.mix
Posted by [zunnie](#) on Thu, 27 Dec 2012 19:15:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

I made a short kickass video lol:
<http://www.youtube.com/watch?v=6cH2BPsPS9s&feature=youtu.be>

Subject: Re: [Renegade Map] C&C_Fusion.mix
Posted by [crazfulla](#) on Sat, 05 Jan 2013 12:17:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

SAM sites attacking your tank? What BD script are you using? There are some for attacking aircraft - "RA_Base_Defence_VTOL_only" or something like that.

I do remember "aGeneralMap", it was pretty decent, symmetrical layout. The name sucked however.
