Note, the new section after "Known bugs"

Map: C&C_Death_Pass
Version: 1.2

Thank you for downloading my map C&C_Death_Pass

Installation-------------------------

To install this map, just take the ".mix" file found in this folder, and put it into your Command &
Conquer: Renegade Data directory.

Don't know where that is?
Here are the default paths:

CD-R:
C://Westwood/Renegade/Data

TFD DVD:
C://Program Files/EA Games/Command & Conquer The First Decade/Command & Conquer
Renegade(tm)/Renegade/Data

After you move the file into there, you will be able to select it as a playable map within Renegade!

Desctiption-------------------------

Out in the mountains, there is a narrow passage through the cliffs. Each base is standard size.
The harvesters harvest tiberium from a nearby cave. The pass is narrow in some areas, so narrow
it barely fits 2 tanks next to each other.
There is only one way in and out of each base and the entrences are long in length, but small in
width, making you a sitting duck to the enemy's base defence.
This map is made to last a good long time.

Known Bugs------------------------

You can see mountains drawing in from the distance. (Not major problem)
Other than that, I haven't found any.

Fixes from previous versions-------------

-Fixed the problem with GDI Guard towers not firing
-Adjusted the spawner inside the Nod Obelisk, now people wont get attached to the MCT.
-Fixed the waypoints off the Nod Airstrip, vehicals now follow the correct paths off the airstrip.
-Lengthend the Nod harvester's waypath a tiny bit, so timing is equal to the GDI harvester.

-Added +50 armor spawns in the cliff bunkers, each respawn after 2 minutes.
-Changed the sniper spawners in the cliff bunkers to respawn at 2 minutes.

Credits--------------------------------

- ORCAcommander1 for the awsome name of the map.
- Those of you who beta test this map for me
- YSLMuffins at the RenegadePublic forums, for advice with the Advanced Guard Tower.
- Oblivion165 for his very useful and easy building pack with proxies. (Sorry I didn't include you before)

Contact Information-------------

If you ever need to contact me for any reason;
Bugs you found, installation help, ect.
Feel free to email me at R315razor@optonline.net

Have fun!
Also, I worded the above post wrong. The reason GDI has more Guard towers than Nod has turrets, is because if they both had 5 (5 turrets, 5 guard towers) The base defences would be unequal, and Nod would have better. So I gave GDI 2 more turrets. 1 of them is behind the refinery, out of the way, and the other is in the center of the base. They both aren't much of a difference, so that is why I won't remove them.

http://files.filefront.com/CC_Death_Pass_V12rar/;6028834;;/f ileinfo.html