
Subject: [Map] C&C_Madness.mix
Posted by [roszek](#) on Thu, 12 Jul 2012 19:36:54 GMT
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This map I did was just for fun I wanted to merge Generals and Renegade stuff. I Tested it with a few people but am not sure how it will play with many players as a usable map.

(Requires scripts 4.0)

Enjoy!

Download link > [C&C_Madness.rar](#)

Presets:

```
# Special preset names for CnC_aGeneralMap/CnC_aLittleMap/CnC_Madness
mp_USA_Air           = USA Air Field
mp_ntwf              = Chinese War Factory
mp_usawf             = USA War Factory
mp_NAT_SC            = Chinese Supply Center
mp_USA_SC            = USA Supply Center
mp_NAT_Power_Plant  = Chinese Power Plant
mp_USA_Power_Plant  = USA Power Plant
mp_NAT_Barracks     = Chinese Barracks
mp_USA_Barracks     = USA Barracks
USA_Rep_Facility    = USA Repair Facility
NAT_Rep_Facility    = Chinese Repair Facility
NAT_Battle_Master   = Battle Master
NAT_Gat_Tank        = Gatling Tank
NAT_Inferno         = Inferno
```

NAT_OVERLORD	= Overlord
NAT_Troop_Crawler	= Troop Crawler
USA_Crusader	= Crusader Tank
USA_Hummer	= Humvee
USA_Paladin	= Paladin Tank
USA_Sentry	= Sentry
USA_Tomahawk	= Tomahawk
BridgeZ	= Bridge

File Attachments

1) [Screenshot.62.png](#), downloaded 1096 times



2) [Screenshot.78.png](#), downloaded 1039 times



3) [Screenshot.91.png](#), downloaded 1032 times



4) [Screenshot.93.png](#), downloaded 1018 times



5) [Screenshot.97.png](#), downloaded 1024 times



6) [Screenshot.98.png](#), downloaded 1054 times



8) [Screenshot.100.png](#), downloaded 1013 times



9) [Screenshot.102.png](#), downloaded 1034 times

