Subject: [Renegade Map] C&C_Fusion.mix
Posted by roszek on Sun, 23 Dec 2012 18:51:24 GMT
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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 1015 times

2) Screenshot.188.jpg, downloaded 1011 times

3) Screenshot.189.jpg, downloaded 1023 times

4) Screenshot.191.jpg, downloaded 1012 times

FPS = 60, SFPS = 60, PING = 17, KBPS
Team Score
1 GDI 0
0 Nod 0
Player Score
1. roszek 0
285
NE
roszek
Sergeant
EVA
285
100
Credits: 9812
Time Remaining: 00:25:10