
Subject: [Map] Alpine_Night

Posted by [Lazy5686](#) on Mon, 01 Apr 2013 22:31:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

The original map Alpine is not my creation, I simply made this new version of the map with a few added vehicles including recon bikes and TOW Humvees. After searching on Google and several forums I have been unable to determine the original creator but if someone can let me know so I can give credit where it is due that would be appreciated. I wouldn't usually release something like this without permission however I do not believe the creator to be active in Renegade any more.

Also among the changes are a drastic reduction in outdoor lighting, the primary complaint our players had about this map seemed to be that it was far too bright. As it would turn out the map was literally blanketed in light sources.

A pair of trees have been added to block the two paths infantry can get off the map.

A certain unique, somewhat hidden weapon was created by Reaver11 of Exodus. You'll know it when you see it.

Thanks to Gen_Blacky/GenBlacky for fixing an irritating double Obelisk beam glitch.

EDIT: Thanks to reckneya I have learned the original creator is Scarface of the Nova Mod Team.
<http://planetcnc.gamespy.com/fullstory.php?id=26790>

Picture:

Toggle Spoiler

File Attachments

1) [CnC_Alpine_Night.zip](#), downloaded 302 times
