
Subject: [Map] C&C_Canyon_Falls_Fusion.mix
Posted by [roszek](#) on Sat, 31 Oct 2015 21:28:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is a custom map created by me with help from Mauler.

All the Renegade vehicles have been replaced with C&C4 vehicles.

There is also a working Chronosphere for GDI, and Nod has a mutant lab which allows Nod to buy Mutant soldiers even if the hon is dead.

This map uses custom crates (instead of the reborn ones) which are dropped of by cargo plane.

For this map to work properly you need to install the included scripts and ssgm plugin to your server.

The sidebar.dll (created mostly by zunnie) puts beacons on the sidebar.

Again, thanks to Matt Fabian for his great waterfall, and Hunter-Seeker for extracting and helping to configure the vehicles.

Note: this map wont work with Dragonade.

Some Screenshots

File Attachments

1) [Screenshot.53.png](#), downloaded 1250 times



2) [Screenshot.54.png](#), downloaded 1225 times



3) [Screenshot.55.png](#), downloaded 1220 times



4) [Screenshot.56.png](#), downloaded 1235 times



5) [Screenshot.59.png](#), downloaded 1209 times



6) [Screenshot.60.png](#), downloaded 1209 times



7) [Screenshot.61.png](#), downloaded 1212 times

