
Subject: [map]C&C_Greenery
Posted by [DL60](#) on Wed, 21 Jan 2009 15:54:42 GMT
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A year ago, before my City X Series (City2, City3...), I started and nearly finished another map which I called C&C_Greenery. These days I said to myself that it would be a waste of work to let this one unfinished. So finished it now.

Quote:C&C_Greenery is a small infantry-based map without defense structures and powerplants. There are two tunnel entries and one main entry for each base.
Of course you have vehicles too but they really need infantry support.

I nearly done with my old unfinsihed projects.

File Attachments

1) [CCGreenery.rar](#), downloaded 502 times

Subject: Re: C&C_Greenery
Posted by [Goztow](#) on Wed, 21 Jan 2009 16:13:27 GMT
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YES, I love small, action filled maps. I'll test it soon.

Subject: Re: C&C_Greenery
Posted by [Caveman](#) on Wed, 21 Jan 2009 16:15:25 GMT
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Now look you gave Gozy a rene-boner

Nice work. Map looks great.

Subject: Re: [map]C&C_Greenery
Posted by [mrÄÅŞÄ-z](#) on Wed, 21 Jan 2009 16:18:57 GMT
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Map looks great except your Edges, and noone will play the map... like every new map

Subject: Re: [map]C&C_Greenery
Posted by [Goztow](#) on Wed, 21 Jan 2009 16:24:04 GMT
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noone will play the map... like every new map

Not entirely true . We include fanmaps in our weekly KOSs2-BI-GF I-CW. Deathlink's maps are quite popular in there . Calendar.

We usually get between 10 and 20 players.

Subject: Re: [map]C&C_Greenery

Posted by [GEORGE ZIMMER](#) on Wed, 21 Jan 2009 17:00:32 GMT

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Awesome map, I can see it being played a ton when TT comes out. However, a glitch found (Purely visual as far as I know). A couple of the bushes seem to have some weird messed up boxes around them. Dunno, it might be me, but just incase, here's a screenshot.

Toggle Spoiler

Subject: Re: [map]C&C_Greenery

Posted by [Di3HardNL](#) on Wed, 21 Jan 2009 17:21:46 GMT

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I like it! nice

Subject: Re: [map]C&C_Greenery

Posted by [DL60](#) on Wed, 21 Jan 2009 17:40:46 GMT

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Quote:Awesome map, I can see it being played a ton when TT comes out. However, a glitch found (Purely visual as far as I know). A couple of the bushes seem to have some weird messed up boxes around them. Dunno, it might be me, but just incase, here's a screenshot.

I don't have that. All bushes are normal here at my ccr-client Oo

Subject: Re: [map]C&C_Greenery

Posted by [_SSnipe_](#) on Thu, 22 Jan 2009 03:02:29 GMT

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very nice man keep it up

Subject: Re: [map]C&C_Greenery

Posted by [slosha](#) on Thu, 22 Jan 2009 04:05:19 GMT

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one of the nicest fan maps i've seen yet

Subject: Re: [map]C&C_Greenery
Posted by [ArtyWh0re](#) on Thu, 22 Jan 2009 14:16:29 GMT
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17:18Map looks great except your Edges, and noone will play the map... like every new map
Not entirely true . We include fanmaps in our weekly KOSs2-BI-GF I-CW. Deathlink's maps are
quite popular in there . Calendar.

We usually get between 10 and 20 players.
Must check it out sometime.
Map looks nice, will download.

Subject: Re: [map]C&C_Greenery
Posted by [ErroR](#) on Fri, 23 Jan 2009 18:29:03 GMT
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the zip/rar is damaged, i will redownload

Subject: Re: [map]C&C_Greenery
Posted by [DL60](#) on Fri, 23 Jan 2009 19:15:01 GMT
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You download everything on my modding page - including this map (if you have problems).

Subject: Re: [map]C&C_Greenery
Posted by [ErroR](#) on Sat, 24 Jan 2009 18:56:15 GMT
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yay bird flyover, allways wanted that

File Attachments

1) [ScreenShot26.png](#), downloaded 555 times

