

---

Subject: [Renegade Map] C&C\_aLittleMap

Posted by [my486CPU](#) on Sun, 01 May 2011 19:50:42 GMT

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

---

This is a little map I threw together out of boredom. I was not able to test it with anyone but it should work fine :/

---

### File Attachments

1) [C&C\\_aLittleMap.rar](#), downloaded 217 times

2) [ScreenShot1.jpg](#), downloaded 607 times



3) [ScreenShot2.jpg](#), downloaded 602 times



---

Subject: Re: [Renegade Map] C&C\_aLittleMap  
Posted by [liquidv2](#) on Sun, 01 May 2011 22:08:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

the water is far too realistic for my tastes  
and why are the buildings from generals?

---

---

Subject: Re: [Renegade Map] C&C\_aLittleMap  
Posted by [my486CPU](#) on Mon, 02 May 2011 00:06:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

liquidv2 wrote on Sun, 01 May 2011 18:08the water is far too realistic for my tastes and why are the buildings from generals?

I thought it would be fun to replace the buildings with something out of the ordinary.

As far as the water, what water? there is no water. Maybe you mean the blue tiberium?

---

---

Subject: Re: [Renegade Map] C&C\_aLittleMap  
Posted by [HaTe](#) on Mon, 02 May 2011 00:15:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The blue tiberium looks like old school mario water. /me likes

---

---

Subject: Re: [Renegade Map] C&C\_aLittleMap  
Posted by [Reaver11](#) on Mon, 02 May 2011 11:28:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Looks nicely put together I will try it out!

---

---

Subject: Re: [Renegade Map] C&C\_aLittleMap  
Posted by [DarkKnight](#) on Sun, 29 May 2011 02:29:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

loved it nice job but i wish you would have replaced the nod buildings as well

---

---

Subject: Re: [Renegade Map] C&C\_aLittleMap  
Posted by [my486CPU](#) on Sun, 29 May 2011 07:47:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

DarkKnight wrote on Sat, 28 May 2011 22:29loved it nice job but i wish you would have replaced the nod buildings as well

Thanks. I did want to do the NOd ones but it was a lot of work just doing the 4. Maybe I will do it when I have some time.

Also many glitches were found I believe I fixed um all. The version with the fixes - C&C\_aLittleMapV2.rar

I also changed the blue tib to the regular green stuff; people didn't seem to like my crazy blue tib lol.

---