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Subject: [Renegade Map] C&C\_aGeneralMap.mix  
Posted by [my486CPU](#) on Sun, 14 Aug 2011 02:14:18 GMT  
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I replaced Both the GDI and Nod buildings, I also added two fully destroyable bridges.

For both Repair Facilities I used JFW and RA scripts, so I guess you would need at least the core patch.

The map could probably use more testing but it should maybe work fine.

I included some screen shots.

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#### File Attachments

- 1) [Screen\\_Shots.rar](#), downloaded 259 times
- 2) [C&C\\_aGeneralMap.rar](#), downloaded 257 times

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Subject: Re: [Renegade Map] C&C\_aGeneralMap.mix  
Posted by [iRANian](#) on Sun, 14 Aug 2011 02:20:09 GMT

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You'll only need to have Core Patch or custom scripts if you're hosting them to get the repair script working. Gonna check this map out later.

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Subject: Re: [Renegade Map] C&C\_aGeneralMap.mix  
Posted by [NACHO-ARG](#) on Sun, 14 Aug 2011 22:22:05 GMT

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i cheked it out, nice job man, is this for scud storm?

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Subject: Re: [Renegade Map] C&C\_aGeneralMap.mix  
Posted by [iRANian](#) on Sun, 14 Aug 2011 22:40:45 GMT

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The map has a really excellent layout but it lacks alpha blending on the grass textures and the hills, it's pretty gray which makes me feel depressed and in some areas (like inside the bases) it's a bit empty.

I suggest you try out a few different skyline settings, like the one shown here:

<http://www.cnc-source.com/forums/index.php?app=gallery&module=images&sec>

tion=viewimage&img=7125

Then just add some alpha blending to the grass texture (like you already did with the ground texture in places) and the hills (like the alpha blending on Field's hills) and add some extra objects here and there.

I will really recommend this map if you would add these changes, hopefully Jelly Marathon or another server can run it in the future. The layout is just excellent and I love the destructable bridges plus the Generals buildings bases.

Oh and maybe add some stuff to the Tiberium fields like the Tiberium "mist", the Tiberium crystals or the Tiberium "sponges".

Are you planning to make a map like this with advanced based defences? I definitely look forward to what you can come up with after seeing this map.

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Subject: Re: [Renegade Map] C&C\_aGeneralMap.mix

Posted by [my486CPU](#) on Mon, 15 Aug 2011 00:58:38 GMT

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iRANian wrote on Sun, 14 August 2011 18:40The map has a really excellent layout but it lacks alpha blending on the grass textures and the hills, it's pretty gray which makes me feel depressed and in some areas (like inside the bases) it's a bit empty.

I suggest you try out a few different skyline settings, like the one shown here:

<http://www.cnc-source.com/forums/index.php?app=gallery&module=images&section=viewimage&img=7125>

Then just add some alpha blending to the grass texture (like you already did with the ground texture in places) and the hills (like the alpha blending on Field's hills) and add some extra objects here and there.

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Oh and maybe add some stuff to the Tiberium fields like the Tiberium "mist", the Tiberium crystals or the Tiberium "sponges".

Are you planning to make a map like this with advanced based defences? I definitely look forward to what you can come up with after seeing this map.

I know what you mean and your right, I just got lazy about it at some point but I will work on it and make some changes; I noticed a few things that need to be fixed anyway.

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Subject: Re: [Renegade Map] C&C\_aGeneralMap.mix  
Posted by [iRANian](#) on Mon, 15 Aug 2011 00:59:58 GMT  
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Please do, it's a great map.

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Subject: Re: [Renegade Map] C&C\_aGeneralMap.mix  
Posted by [my486CPU](#) on Mon, 15 Aug 2011 11:13:26 GMT  
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iRANian wrote on Sun, 14 August 2011 20:59 Please do, it's a great map.

Done.

not sure if it is what you were thinking but I think it looks better.

I changed out the files in the first post with the new ones.

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Subject: Re: [Renegade Map] C&C\_aGeneralMap.mix  
Posted by [iRANian](#) on Mon, 15 Aug 2011 11:49:46 GMT  
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Yeah it looks pretty good now, I'd still make the sky a little bit less gray. Definitely a map worth playing.

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Subject: Re: [Renegade Map] C&C\_aGeneralMap.mix  
Posted by [roszek](#) on Sat, 10 Sep 2011 18:58:24 GMT  
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After installing TT4 I noticed a missing texture. The texture was somewhere in cp1 so it was never included in the mix but was missing after I installed TT4. Plus there were many other things that needed to be fixed.

I've uploaded the fixed version to this post.

I am wondering if it is at all possible to get this on one of the test servers to check if there may be any other problems that need to get fixed.

Thanks.

Edit: I've placed the download here because for some reason I can no longer access my my486CPU account.

## File Attachments

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1) [C&C\\_aGeneralMap.rar](#), downloaded 195 times

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Subject: Re: [Renegade Map] C&C\_aGeneralMap.mix  
Posted by [crazfulla](#) on Sun, 11 Sep 2011 09:19:36 GMT  
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I think you should remake it with just normal renegade buildings... those ones look tacky and out of place. But other than that it looks nice

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Subject: Re: [Renegade Map] C&C\_aGeneralMap.mix  
Posted by [Sean](#) on Sun, 11 Sep 2011 17:58:18 GMT  
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crazfulla wrote on Sun, 11 September 2011 02:19I think you should remake it with just normal renegade buildings... those ones look tacky and out of place. But other than that it looks nice

This, can't really add anything to that really.

Cool looking map.

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