
Subject: [Map]C&C_aLittleMapv2.1

Posted by [roszek](#) on Wed, 11 Apr 2012 13:11:22 GMT

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

This is an update of an old map of mine. I needed to add iRANian's beacon prevention zone script to some areas, I fixed up the terrain a bit, also there was a weird issue with the anti-cheat that had to be fixed. For some reason achash wouldn't work on the w3d that was causing the problem, so I renamed the file.

File Attachments

- 1) [C&C_aLittleMapV2.1.rar](#), downloaded 291 times
- 2) [Screenshot1.png](#), downloaded 1733 times



3) [Screenshot2.png](#), downloaded 1311 times



Subject: Re: [Map]C&C_aLittleMapv2.1

Posted by [Xpert](#) on Wed, 11 Apr 2012 20:23:24 GMT

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

You made the GDI base Chinese buildings from C&C Generals but you left the Nod base the same?

Subject: Re: [Map]C&C_aLittleMapv2.1

Posted by [roszek](#) on Wed, 11 Apr 2012 21:46:32 GMT

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

Xpert wrote on Wed, 11 April 2012 13:23 You made the GDI base Chinese buildings from C&C Generals but you left the Nod base the same?

For this map yes.

When I made this map, way back when, I only had four building done and wasn't sure if I was gonna do all eight. I did eventually do all eight on a later map.

Subject: Re: [Map]C&C_aLittleMapv2.1
Posted by [halo2pac](#) on Thu, 12 Apr 2012 01:32:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Why don't you just rip them from scudstorm and place them in your map :/ Or zunnie could get his but into making it a mod map.

Subject: Re: [Map]C&C_aLittleMapv2.1
Posted by [sla.ro\(master\)](#) on Thu, 12 Apr 2012 07:35:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

halo2pac wrote on Thu, 12 April 2012 04:32 Why don't you just rip them from scudstorm and place them in your map :/ Or zunnie could get his but into making it a mod map.

no and no. nice map.

Subject: Re: [Map]C&C_aLittleMapv2.1
Posted by [liquidv2](#) on Thu, 12 Apr 2012 11:06:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

roszek wrote on Wed, 11 April 2012 16:46 Xpert wrote on Wed, 11 April 2012 13:23 You made the GDI base Chinese buildings from C&C Generals but you left the Nod base the same?

For this map yes.
racism!

Subject: Re: [Map]C&C_aLittleMapv2.1
Posted by [TORN](#) on Thu, 12 Apr 2012 11:12:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

I like it, I just wish the bases were the same style. Looks out of place with just GDI like that.

Subject: Re: [Map]C&C_aLittleMapv2.1

Posted by [roszek](#) on Thu, 12 Apr 2012 14:40:49 GMT

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

TORN wrote on Thu, 12 April 2012 04:12 I like it, I just wish the bases were the same style. Looks out of place with just GDI like that.

But I already released a map like that with bases the same style(C&C_aGeneralMap), I just wanted to fix this one because it was broke; it's just an update to an old map.

Subject: Re: [Map]C&C_aLittleMapv2.1

Posted by [Gen_Blacky](#) on Thu, 12 Apr 2012 20:30:16 GMT

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

liquidv2 wrote on Thu, 12 April 2012 04:06
roszek wrote on Wed, 11 April 2012 16:46
Xpert wrote on Wed, 11 April 2012 13:23
You made the GDI base Chinese buildings from C&C Generals but you left the Nod base the same?

For this map yes.
racism!
