
Subject: [Renegade Map] C&C_Fusion.mix
Posted by [roszek](#) on Sun, 23 Dec 2012 18:51:24 GMT
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This map is a merge between my C&C_aGeneralMap and C&C_Madness map.

I simply added the Generals vehicles from Madness to aGeneralMap as well as I created custom attack and destruction sounds for all 8 buildings.

aGeneralMap I always felt had a great layout with a nice field to fight in and 2 veh entrances for both bases, one entrance on each base has a fully destroyable bridge.

I added custom defences to this map by modifying the sam to look more like the Generals one and giving china a heavy gun turret; I would have done the gatling gun like with Generals but it would miss the inf with two muzzles being off center.

You can download the map here...

Some screenshots and a video demo:

Video demo...

File Attachments

1) [Screenshot.187.jpg](#), downloaded 1102 times



2) [Screenshot.188.jpg](#), downloaded 1093 times



3) [Screenshot.189.jpg](#), downloaded 1100 times



4) [Screenshot.191.jpg](#), downloaded 1103 times

I made a short kickass video lol:
<http://www.youtube.com/watch?v=6cH2BPsPS9s&feature=youtu.be>

Subject: Re: [Renegade Map] C&C_Fusion.mix
Posted by [crazfulla](#) on Sat, 05 Jan 2013 12:17:27 GMT
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SAM sites attacking your tank? What BD script are you using? There are some for attacking aircraft - "RA_Base_Defence_VTOL_only" or something like that.

I do remember "aGeneralMap", it was pretty decent, symmetrical layout. The name sucked however.
