
Subject: [Map] C&C_MesaForest_Unlv2

Posted by [BlazeDragoon](#) on Mon, 12 Aug 2024 12:57:43 GMT

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Apparently I never even posted the first version of this here lol. Well here's the second version. This one unlike my Islands variant is a sunny clear day version of Mesa in a Forest Biome.

The Map

Here's a list of changes made from Vanilla Mesa.

The theme of the map is a forest bio with more green and no snow.

A lot of work was re-done on the side infantry only path. It was extended out a bit to the tank area. There's a lot more foliage, towers, bunkers and...

Added two Tiberium Extractors to the side. Think of these as capturable Tiberium Silos, but smaller. You use repair guns to capture them.

Some objects such as trees, walls, and rocks were added that will allow infantry a path to each teams refinery.

Some objects were added to give relief to various "campy" situations. A rock was added near GDI's entrance so their vehicles coming out of WF don't get camped quite as badly. A Tower was added in nod base, and a rock as well. Both of these provide some minor relief to infantry running to their vehicles at the airstrip.

GDI has had two Guard Towers added to their base. A Nod turret was moved. Another Nod Turret was raised onto a platform.
and more...

The Unleashed Preset

The Unleashed preset is a set of changes from my Unleashed Mod, whose primary goal is to add more variety to the game. There's... really too much to cover every change. I will list some the highlights and big changes though. Additionally, there are some hud screenshots provided at the bottom so you can see most of the new units and their prices.

Many new alternate fire modes for both old and new units. So left click for default fire, right click for alternate fire. Ex: Volt Auto Rifle having a 2nd "overcharge" fire that extends range and gives a damage boost at the cost of 3 ammo per shot.

Many standard renegade units have been adjusted or buffed slightly to make them more desirable and usable. This may be something as simple as a health/armor buff, an alternate fire mode, or a small damage boost.

23~ New Infantry Units(including alternate variations of some units). Also, some new skin variants of some existing units.

30~ New Vehicle Units. This includes completely new units, variants like the option to get an MRLS with a rotating turret, medium tank/mammoth tank variants, light tank variant, and more.

Functioning player harvesters that you can buy, and harvest credits with.

An equipment menu with a few options on it.

A new "Tiberium Strike" beacon. This functions as a large radius anti-infantry beacon. Has a much larger radius than a nuke or ion but only really kills infantry.

Many various improvements such as making use of Mortalc13's better and fixed weapons. So higher quality third person, back, and power-up models for weapons. Additionally, Proximity C4 will no longer 100% sink into the roof and will now stick the bottom out the c4 out a little.

... and more

Credits

Some of the people this mod wouldn't be possible without.

Mortalc13: provided the Improved and Better Weapons models, some of the HD Huds included with the maps, provided tons of technically help and more.

Kamuix: Provided 90% the new textures used on the map.

Pwn Call: provided some units that are used on the map.

SgtMay: Provided/created a lot of the custom units used on the map.

Unit: Provided/created the Gattling Tanks used on both teams.

ArcticPrism: Help with testing/balancing the map. Some vis bug hunting as well.

Jared2142/Unstoppable/Jonwill/Danpaul88/moonsense: Their work on their scripts. Many fancy features wouldn't be possible without them.

File Attachments

1) [C&C_MesaForest_Unlv2.7z](#), downloaded 354 times
