Subject: [map]C&C_Greenery
Posted by DL60 on Wed, 21 Jan 2009 15:54:42 GMT
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A year ago, before my City X Series (City2, City3...), I started and nearly finished another map which I called C&C_Greenery. These days I said to myself that it would be a waste of work to let this one unfinished. So finished it now.

Quote:C&C_Greenery is a small infantry-based map without defense structures and powerplants. There are two tunnel entries and one main entry for each base.
Of course you have vehicles too but they really need infantry support.

I nearly done with my old unfinsihed projects.

File Attachments
1) CCGreenery.rar, downloaded 426 times

Subject: Re: C&C_Greenery
Posted by Goztow on Wed, 21 Jan 2009 16:13:27 GMT
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YES, I love small, action filled maps. I'll test it soon.

Subject: Re: C&C_Greenery
Posted by Caveman on Wed, 21 Jan 2009 16:15:25 GMT
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Now look you gave Gozy a rene-boner

Nice work. Map looks great.

Subject: Re: [map]C&C_Greenery
Posted by mrÃ£Ã§Ä·z on Wed, 21 Jan 2009 16:18:57 GMT
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Map looks great except your Edges, and noone will play the map... like every new map

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Subject: Re: [map]C&C_Greenery
Posted by Goztow on Wed, 21 Jan 2009 16:24:04 GMT
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noone will play the map... like every new map
Not entirely true . We include fanmaps in our weekly KOSs2-BI-GF I-CW. Deathlink's maps are quite popular in there . Calendar.

We usually get between 10 and 20 players.

Subject: Re: [map]C&C_Greenery
Posted by GEORGE ZIMMER on Wed, 21 Jan 2009 17:00:32 GMT
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Awesome map, I can see it being played a ton when TT comes out. However, a glitch found (Purely visual as far as I know). A couple of the bushes seem to have some weird messed up boxes around them. Dunno, it might be me, but just incase, here's a screenshot.

Toggle Spoiler

Subject: Re: [map]C&C_Greenery
Posted by Di3HardNL on Wed, 21 Jan 2009 17:21:46 GMT
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I like it! nice

Subject: Re: [map]C&C_Greenery
Posted by DL60 on Wed, 21 Jan 2009 17:40:46 GMT
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Quote:Awesome map, I can see it being played a ton when TT comes out. However, a glitch found (Purely visual as far as I know). A couple of the bushes seem to have some weird messed up boxes around them. Dunno, it might be me, but just incase, here's a screenshot.
I don't have that. All bushed are normal here at my ccr-client Oo

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Subject: Re: [map]C&C_Greenery
Posted by _SSnipe_ on Thu, 22 Jan 2009 03:02:29 GMT
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very nice man keep it up

Subject: Re: [map]C&C_Greenery
Posted by slosha on Thu, 22 Jan 2009 04:05:19 GMT

one of the nicest fan maps i've seen yet

Subject: Re: [map]C&C_Greenery
Posted by ArtyWh0re on Thu, 22 Jan 2009 14:16:29 GMT

17:18Map looks great except your Edges, and noone will play the map... like every new map
Not entirely true . We include fanmaps in our weekly KOSs2-BI-GF I-CW. Deathlink's maps are
quite popular in there . Calendar.

We usually get between 10 and 20 players.
Must check it out sometime.
Map looks nice, will download.

Subject: Re: [map]C&C_Greenery
Posted by ErroR on Fri, 23 Jan 2009 18:29:03 GMT

the zip/rar is damaged, i will redownload

Subject: Re: [map]C&C_Greenery
Posted by DL60 on Fri, 23 Jan 2009 19:15:01 GMT

You download everything on my modding page - including this map (if you have problems).

Subject: Re: [map]C&C_Greenery
Posted by ErroR on Sat, 24 Jan 2009 18:56:15 GMT

yay bird flyover, allways wanted that

File Attachments
1) ScreenShot26.png, downloaded 348 times

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14:55:56