

---

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 317 times
- 2) [Screenshot1.png](#), downloaded 1838 times



3) [Screenshot2.png](#), downloaded 1400 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!

---