This map I did was just for fun I wanted to merge Generals and Renegade stuff. I Tested it with a few people but am not sure how it will play with many players as a usable map.

(Requires scripts 4.0)

Enjoy!

Download link > C&C_Madness.rar

Presets:

Special preset names for CnC_aGeneralMap/CnC_aLittleMap/CnC_Madness
mp_USA_Air   = USA Air Field
mp_ntwf   = Chinese War Factory
mp_usawf   = USA War Factory
mp_NAT_SC   = Chinese Supply Center
mp_USA_SC   = USA Supply Center
mp_NAT_Power_Plant   = Chinese Power Plant
mp_USA_Power_Plant   = USA Power Plant
mp_NAT_Barracks   = Chinese Barracks
mp_USA_Barracks   = USA Barracks
USA_Rep_Facility   = USA Repair Facility
NAT_Rep_Facility   = Chinese Repair Facility
NAT_Battle_Master   = Battle Master
NAT_Gat_Tank   = Gattling Tank
NAT_Inferno   = Inferno

```
NAT_OVERLORD                    = Overlord
NAT_Troop_Crawler               = Troop Crawler
USA_Crusader                    = Crusader Tank
USA_Hummer                      = Humvee
USA_Paladin                     = Paladin Tank
USA_Sentry                      = Sentry
USA_Tomahawk                    = Tomahawk
BridgeZ                         = Bridge
```
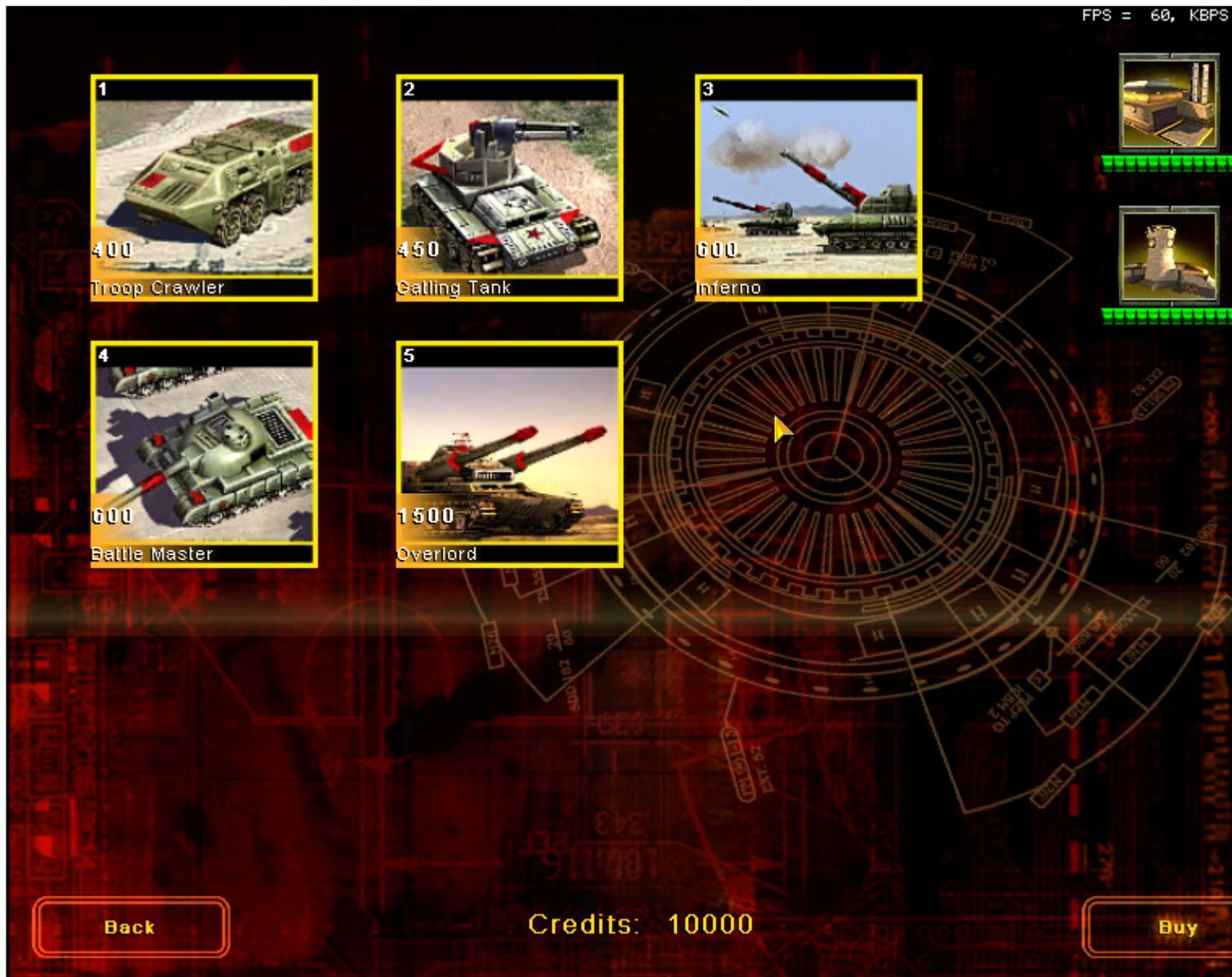
File Attachments

1) Screenshot.62.png, downloaded 1053 times

2) Screenshot.78.png, downloaded 998 times

3) Screenshot.91.png, downloaded 990 times

4) Screenshot.93.png, downloaded 972 times

5) Screenshot.97.png, downloaded 983 times

6) Screenshot.98.png, downloaded 1008 times

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7) Screenshot.99.png, downloaded 964 times

8) Screenshot.100.png, downloaded 965 times

9) Screenshot.102.png, downloaded 985 times

Subject: Re: [Map] C&C_Madness.mix
Posted by Xpert on Thu, 12 Jul 2012 19:40:28 GMT
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You gave china vehicles to GDI, wtf? Was it because of the Overlord being the same as a Mammoth Tank?

Subject: Re: [Map] C&C_Madness.mix
Posted by roszek on Thu, 12 Jul 2012 19:44:03 GMT
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Xpert wrote on Thu, 12 July 2012 12:40You gave china vehicles to GDI, wtf? Was it because of the Overlord being the same as a Mammoth Tank?

It started out that way then I just got to lazy to change it. Also I removed sbh and patch.

I don't think it really matters tbh.

Subject: Re: [Map] C&C_Madness.mix
Posted by zunnie on Tue, 25 Sep 2012 04:59:40 GMT
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This is great lol. We had some serious fun on this map last night with about 25 players on the UltraAOW.com NewMaps 4.0 serv

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Subject: Re: [Map] C&C_Madness.mix
Posted by Xpert on Tue, 25 Sep 2012 06:01:50 GMT
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I didn't understand why the Battlemaster has Rockets.

Subject: Re: [Map] C&C_Madness.mix
Posted by roszek on Tue, 25 Sep 2012 12:07:48 GMT
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Damn I wish I was there. I left after playing a long game of tropics.

@Xpert: I did that to hide some black patches on the skin which I couldn't fix cause I am no artist. But both the rockets and shells do the same damage.

Subject: Re: [Map] C&C_Madness.mix
Posted by reborn on Wed, 26 Sep 2012 12:05:38 GMT
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There's an existing Renegade map where the creator imported the same assets, but this does look like it would be fun to try.

Subject: Re: [Map] C&C_Madness.mix
Posted by roszek on Wed, 26 Sep 2012 13:30:02 GMT

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reborn wrote on Wed, 26 September 2012 05:05There's an existing Renegade map where the creator imported the same assets

Unless your referring Scud Storm, which is a stand alone rts/fps game, I don't recall seeing any other maps with these assets except for two others which I did under a different nick (a busted account).

Keep in mind all structures were created by me from screen shots taken from Generals. The vehicles were exported from Generals but needed to be heavily reworked (by myself) for them to be usable in an fps game. This is something I have been working on for over a year.

Subject: Re: [Map] C&C_Madness.mix
Posted by FeaR on Wed, 26 Sep 2012 16:03:32 GMT

i think its a wonderfull map m8

And if you want to make some more maps wel... Keep em coming