
Subject: [Renegade Map] C&C_Tib_Field.mix
Posted by [roszek](#) on Sun, 23 Dec 2012 18:19:05 GMT
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C&C_Tib_field:

This is a flying map with inf and veh entrances as well as custom small defenses.

The field is well populated with assets such as buildings and trees and other things.

The Nod base has a gdi weapons factory complete with nod textures and logo. The Nod weapons factory has it's own sounds that I created by modifying existing renegade sounds, also, the interior of the WF was lightmapped by Mauler.

You can view a demo of Maulers lightmapped interior here...

You can download the map here...

Some screenshots:

The files below were removed with permission from Taz's C&C_Grand_Canyon.mix, credit for these textures go to him.

Note: I modified the first four textures and renamed them by adding junk at the end of the name.

Also Note: That the buildings(the ones that you can not enter) on the field were downloaded as free assets from the internet.

mjf_grass.tga
mjf_tiberium.tga
mjf_dirt.tga
tiberium.tga
dsp_lightpost2.tga

File Attachments

1) [Screenshot.193.jpg](#), downloaded 712 times



2) [Screenshot.192.jpg](#), downloaded 711 times



4) [Screenshot.195.jpg](#), downloaded 689 times



5) [Screenshot.196.jpg](#), downloaded 704 times



6) [Screenshot.197.jpg](#), downloaded 715 times



FPS = 60, KBPS
Team Score
0 GDI 0
1 Nod 0
Player Score
1. NONE-QMOP 0

NONE-QMOP

SW

+ 125
125

Credits: 9827
Time Remaining: 00:29:08

100