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Subject: [Map] C&C\_Cairo\_Day  
Posted by [Lazy5686](#) on Wed, 02 Oct 2013 21:24:45 GMT  
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The original map Cairo is not my creation, I simply made this new version of the map with a few changes. The original creator is Titan1x77 who made this back in 2003 (2004?)  
<http://www.renegadeforums.com/index.php?t=usrinfo&id=133&>  
He has allowed me to modify and release it.

Reaver11 of Exodus allowed me to use the Hover MRLS model from his NitroMod but the original creator is Sgtmayer.  
The orca bomber is not mine either but was borrowed from the map C&C\_IslandsEVOS1.mix which is not even a flying map for some reason.

I did a fair amount of testing on most of the tweaks and additions. The biggest change would be a massive increase in the radius at which stealth tanks can be seen. This is a huge map, and they would be incredibly overpowered otherwise. Stealth black hands can also be seen at a larger distance.

Place the C&C\_Cairo\_Day.mix file in your Renegade data folder to use it. Although if you are running Tiberian Technologies' Scripts 4.0 then most major servers should be set up so that your client will automatically download the map when you try to join them.  
<http://www.tiberiantechologies.org/>

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EDIT: I'm going to make a few tweaks. Hover MRLS and TOW humvees have quite the long range. TOW humvees also have quite a bit of speed and do a lot of damage at range, I want to keep them about 450 credits so they will be slowed down a little bit and their range brought down to a more reasonable distance.

### File Attachments

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1) [C&C\\_Cairo\\_day.zip](#), downloaded 491 times

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