
Subject: C&C_Meadow.mix now available!!!
Posted by [GDIViperM](#) on Tue, 15 Feb 2005 20:06:02 GMT
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Download C&C_Meadow [Final 1.0] @ <http://www.renmaps.com> or ohter CnC sites

Download Mirrors:
[u]www.renmaps.com
www.fanmaps.net
Mirror3
Direkt:www.trielite.net
Link:www.wet-page.de
Direkt:www.gdi-gt.de[/u]

Sreenshots:
[u]C&C_Meadow1.jpg
C&C_Meadow2.jpg
C&C_Meadow3.jpg
C&C_Meadow4.jpg
C&C_Meadow5.jpg[/u]

Trailer:
[u]Meadow_Reloaded.wmv[/u] ||oder||or|| [u]GDI-GT HomePage[/u]

Subject: C&C_Meadow.mix now available!!!
Posted by [IRON FART](#) on Tue, 15 Feb 2005 20:13:24 GMT
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I'm downloading it now. From the screenshots, it looks like a CoD map.

Subject: C&C_Meadow.mix now available!!!
Posted by [Alkaline](#) on Tue, 15 Feb 2005 21:53:40 GMT
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good job, new maps are always good.
say can I put this in a mappack?

Subject: C&C_Meadow.mix now available!!!
Posted by [IRON FART](#) on Tue, 15 Feb 2005 22:15:49 GMT
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Its a large filesize, but its a nice map.

Subject: C&C_Meadow.mix now available!!!
Posted by [Alkaline](#) on Tue, 15 Feb 2005 22:23:48 GMT
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very good map!
but I found 2 problems:

1, one of the vehicle exit points in the gdi warfactory is messed up, sometimes the created tank just stays in the bay and doesn't come out.

2, you have no spawning crates and no spawning weapons in the map!
I think you should add some crates (yellow boxex) and some spawning weapons here and thier.

Subject: C&C_Meadow.mix now available!!!
Posted by [glyde51](#) on Wed, 16 Feb 2005 03:54:18 GMT
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<http://www.trielite.net/download/pafiledb.php?action=download&id=103>

Hosted.

Subject: C&C_Meadow.mix now available!!!
Posted by [GDIViperM](#) on Wed, 16 Feb 2005 21:34:01 GMT
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WoW cool @ trielite... nice webside

can I add it to the Mirror list?

Subject: C&C_Meadow.mix now available!!!
Posted by [glyde51](#) on Wed, 16 Feb 2005 21:41:44 GMT
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Of course.

Subject: C&C_Meadow.mix now available!!!
Posted by [GDIViperM](#) on Thu, 17 Feb 2005 15:56:53 GMT

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hm... @ all RENEGADEPLAYER plz look @ the download counter by <http://www.renmaps.com> and look by Meadow, the post-date and download-counter and look at the other maps...

Subject: C&C_Meadow.mix now available!!!
Posted by [EA-DamageEverything](#) on Fri, 18 Feb 2005 05:59:38 GMT
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Hey Viper, nice Map. Look, I have written some Bugs about the Map and the nice Features in it.

Also the problem with the Waypath....

EDIT: Go to the german Renegade Forum, its the post right under yours...

Subject: C&C_Meadow.mix now available!!!
Posted by [zunnie](#) on Fri, 18 Feb 2005 08:14:50 GMT
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Your map needs a few crate&weapon spawmers Other than that it kicks ass. =]

Subject: C&C_Meadow.mix now available!!!
Posted by [GDIViperM](#) on Sat, 19 Feb 2005 12:09:44 GMT
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Weapon spawmers suuux

Subject: C&C_Meadow.mix now available!!!
Posted by [mac](#) on Sat, 19 Feb 2005 12:21:07 GMT
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The file is too big, and not optimized.

You have objects.ddb in the mix file, you don't need that.
You have scripts.dll in the mix file, you don't need that either.
You have strings.tdb in the mix file, you don't need that either.

And you have several VERY large tga textures, which could be compressed down.

And if it were a true C&C mdoe map, it would have Weapon and Crate spawners.

I am sure you can get the mix map down to less then 10 megabytes, or even less.

Subject: C&C_Meadow.mix now available!!!

Posted by [EA-DamageEverything](#) on Sat, 19 Feb 2005 14:05:53 GMT

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@mac:

Due to the fact that there are no spawn points in it, what is if the server has the crates enabled? I mean if this map will be played on a server with crates on, does it work then or not?

Subject: C&C_Meadow.mix now available!!!

Posted by [mac](#) on Sat, 19 Feb 2005 14:39:18 GMT

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No, it needs original yellow crates for the big crates to appear.

Subject: C&C_Meadow.mix now available!!!

Posted by [GDIViperM](#) on Sat, 19 Feb 2005 15:16:34 GMT

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yes but it map would never be smaller than 10MB because the most textures have a solution of 1024x1024. And only a noob made it to 512x512 because there so many fanmpas with normal textures and C&C_Meadow.mix is the one with better solutions ;D and you could delete this files (objects, strips..) and zip it ...

Subject: C&C_Meadow.mix now available!!!

Posted by [zunnie](#) on Sun, 20 Feb 2005 00:25:34 GMT

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I still think there should be at least 1 yellow crate spawning somewhere

Subject: C&C_Meadow.mix now available!!!

Posted by [GDIViperM](#) on Mon, 21 Feb 2005 11:58:17 GMT

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what do you mean with this answer?

Subject: C&C_Meadow.mix now available!!!
Posted by [zunnie](#) on Mon, 21 Feb 2005 19:02:53 GMT
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The server needs at least one original cnc yellow box for the "Crates" to work

Subject: C&C_Meadow.mix now available!!!
Posted by [GDIViperM](#) on Mon, 21 Feb 2005 20:57:49 GMT
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Crates? ^^?

Subject: C&C_Meadow.mix now available!!!
Posted by [idebo](#) on Mon, 21 Feb 2005 21:51:30 GMT
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Just get some powerups around the map.

Subject: C&C_Meadow.mix now available!!!
Posted by [GDIViperM](#) on Tue, 22 Feb 2005 11:53:54 GMT
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ok ok ^^ I have understand... *gg*

Subject: C&C_Meadow.mix now available!!!
Posted by [Alkaline](#) on Wed, 23 Feb 2005 07:19:13 GMT
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thier is still a bug where you can get tanks stuck under the 2 bridges, where the link... right underneath the lightpost which has stairs on it.

also, you need to fix the way points in the weapons factory and air strip, everything else looks fine.

and ya, add some powerups and weapon spawns, thier are a good bit of sniping spots where a rifle spawn would be nice.

Subject: C&C_Meadow.mix now available!!!
Posted by [GDIViperM](#) on Wed, 23 Feb 2005 21:50:49 GMT
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yes, but I have no time at the mom. so don't wait for a next version ;D

have fun with the v1.0

next version coming maybe in 4-10 month... so...

Subject: C&C_Meadow.mix now available!!!
Posted by [GDIViperM](#) on Sat, 26 Feb 2005 16:03:41 GMT
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download the map =)

Subject: C&C_Meadow.mix now available!!!
Posted by [Naamloos](#) on Sat, 26 Feb 2005 17:04:36 GMT
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Did you update it then?

Subject: C&C_Meadow.mix now available!!!
Posted by [GDIViperM](#) on Mon, 28 Feb 2005 22:14:08 GMT
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yes, but not at the mom... in 4-10 month... of course

New DownloadPlace: <http://www.cnc-source.com>

Subject: C&C_Meadow.mix now available!!!
Posted by [Naamloos](#) on Tue, 01 Mar 2005 00:27:47 GMT
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Quote:Did you update it then?

...

GDIViperMyes

Quote:but not at the mom... in 4-10 month... of course

What answer should i pick? Lol.

Anyway, by the time those 10 months are over, there probable wouldn't be much players left playing this game...

Subject: C&C_Meadow.mix now available!!!
Posted by [TheGunrun](#) on Tue, 01 Mar 2005 03:01:30 GMT
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how many people still play ren on WOL anyway?

Subject: C&C_Meadow.mix now available!!!
Posted by [Naamloos](#) on Tue, 01 Mar 2005 13:47:22 GMT
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Every player not registrated in GSA database?

Subject: C&C_Meadow.mix now available!!!
Posted by [GDIViperM](#) on Tue, 08 Mar 2005 22:20:09 GMT
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oh maybe 100 players on 1 monemt...

but on the Server UNRULES.COM they play C&C_Meadow.mix 12 on 12 normaly!!

And this is so GOOD!!!

test it ;D

Subject: C&C_Meadow.mix now available!!!
Posted by [GDIViperM](#) on Tue, 15 Mar 2005 19:04:34 GMT
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Here some pics by playing on the C&C_Meadow.mix Map

[u]Playing@Meadow1.jpg
Playing@Meadow2.jpg[/u]

Subject: C&C_Meadow.mix now available!!!
Posted by [GDIViperM](#) on Mon, 21 Mar 2005 22:00:24 GMT
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now... many people have Meadow (I hope)

Look...

[u]10vs10@Meadow.jpg
12vs13@Meadow.jpg[/u]

Subject: C&C_Meadow.mix now available!!!
Posted by [GDIViperM](#) on Tue, 22 Mar 2005 20:51:57 GMT
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look @ the pics ^
 |
 =====

Subject: C&C_Meadow.mix now available!!!
Posted by [Naamloos](#) on Tue, 22 Mar 2005 21:21:13 GMT
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Look, you don't have to bump this everytime it moves to the next page. Most people that play on fan map servers have it by now.

Subject: C&C_Meadow.mix now available!!!
Posted by [glyde51](#) on Tue, 22 Mar 2005 21:47:06 GMT
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For good measure:

http://www.trielite.net/downloads/CnC%20Renegade%20Maps/file_info/download1.php?file=CnC_Meadow.zip

Subject: C&C_Meadow.mix now available!!!
Posted by [GDIViperM](#) on Tue, 05 Apr 2005 21:17:48 GMT
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I know...

But which map is better than meadow?

Subject: C&C_Meadow.mix now available!!!
Posted by [Naamloos](#) on Tue, 05 Apr 2005 22:27:44 GMT
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I could place a list... But i won't...

Subject: C&C_Meadow.mix now available!!!
Posted by [GDIViperM](#) on Thu, 14 Apr 2005 20:22:29 GMT
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List of??

Subject: C&C_Meadow.mix now available!!!
Posted by [glyde51](#) on Thu, 14 Apr 2005 20:33:34 GMT
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Bumping... topic... stop it... please..

http://www.trielite.net/downloads/CnC%20Renegade%20Maps/CnC_Meadow.zip

Is the DL link. I changed it yet again.

Subject: C&C_Meadow.mix now available!!!
Posted by [Crimson](#) on Fri, 15 Apr 2005 07:52:46 GMT
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Locked to prevent further bumps.
