
Subject: C&C_Meadow.mix

Posted by [GDIViperM](#) on Mon, 01 Aug 2005 00:39:04 GMT

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What do you think about C&C_Meadow.mix?

and y is it not on every server???

here some pics...

Sreenshots:

C&C_Meadow1.jpg

C&C_Meadow2.jpg

C&C_Meadow3.jpg

C&C_Meadow4.jpg

C&C_Meadow5.jpg

PlayingMeadow1.jpg

PlayingMeadow2.jpg

10vs10Meadow.jpg

12vs13Meadow.jpg

Download Mirrors:

www.renmaps.com

www.mpmmaps.net

Mirror3

Link:vwww.wet-page.de

Direkt:vwww.gdi-gt.de

Link:vwww.cnc-source.com

Direkt:vwww.jelly-games.com

Link:www.fileplanet.com

File Attachments

1) [C&C_Meadow.jpeg](#), downloaded 910 times



SE

SHIBBY

Credits: 98

250
100

Subject: Re: C&C_Meadow.mix
Posted by [glyde51](#) on Mon, 01 Aug 2005 00:48:11 GMT
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Why is this at the top of my topics...?

Oh. I get it! He spammed!

We all know your map. Shush time.

Subject: Re: C&C_Meadow.mix
Posted by [GDIViperM](#) on Mon, 01 Aug 2005 00:51:33 GMT
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All know it? hm... I don't think so... but ok... now I would know what you think about it ;D

Subject: Re: C&C_Meadow.mix
Posted by [Aprime](#) on Mon, 01 Aug 2005 03:14:40 GMT
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Because it doesn't make any sense?

Subject: Re: C&C_Meadow.mix
Posted by [Dave Anderson](#) on Mon, 01 Aug 2005 03:16:59 GMT
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Sad...He is advertising his map actually. You can tell easily, first, we have seen this topic from him before, 'I think'. And secondly I used to post topics like this about RenGen.

Subject: Re: C&C_Meadow.mix
Posted by [Lijitsu](#) on Mon, 01 Aug 2005 07:32:24 GMT
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Ive played that map in the Unrules New Maps server. Its alright. I got pinned in that structure on the hill you see as a Deadeye. There were so many Nod tanks moving through there it wasnt even funny. Eventually i was saved by a Medium Tank, and decided i would do what i normally do on that map. Defend.

Subject: Re: C&C_Meadow.mix
Posted by [Naamloos](#) on Mon, 01 Aug 2005 11:59:36 GMT

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Omg, he already kept bumping his first topic about his map, then after a while it got locked. Now he makes another topic about the same map?

Just delete this as it's only spam...

GDIViperM, if you wan't your map to get more attention I suggest you updated it, there are a 'few' things you need to look at in your older topic...

Subject: Re: C&C_Meadow.mix
Posted by [GDIViperM](#) on Mon, 01 Aug 2005 12:25:39 GMT
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yer I know... I will look... I have tried to destroy the bugs... but I can't find the reasons uf this small bugs...
