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Subject: C&C\_Death\_Pass

Posted by [R315r4z0r](#) on Sat, 14 Oct 2006 20:19:40 GMT

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Here is a map I made. It would be good for a long game, like a marathon.

Here is the readme:

Map: C&C\_Death\_Pass

Version: 1.1

Thank you for downloading my map C&C\_Death\_Pass

Installation-----

To install this map, just take the ".mix" file found in this folder, and put it into your Command & Conquer: Renegade Data directory.

Don't know where that is?

Here are the default paths:

CD-R:

C://Westwood/Renegade/Data

TFD DVD:

C://Program Files/EA Games/Command & Conquer The First Decade/Command & Conquer Renegade(tm)/Renegade/Data

After you move the file into there, you will be able to select it as a playable map within Renegade!

Description-----

Out in the mountains, there is a narrow passage through the cliffs. Each base is standard size. The harvesters harvest tiberium from a nearby cave. The pass is narrow in some areas, so narrow it barely fits 2 tanks next to each other.

There is only one way in and out of each base and the entrenches are long in length, but small in width, making you a sitting duck to the enemy's base defence.

This map is made to last a good long time.

Known Bugs-----

You can see mountains drawing in from the distance. (Not major problem)

Other than that, I haven't found any.

Credits-----

- ORCAcommander1 for the awesome name of the map.
- Those of you who beta test this map for me

- YSLMuffins at the RenegadePublic forums, for advice with the Advanced Guard Tower.

Contact Information-----

If you ever need to contact me for any reason;  
Bugs you found, installation help, ect.  
Feel free to email me at R315razor@optonline.net

Have fun!

If you could, could you like check the map out, check for bugs and stuff so I can fix it. I already had a test with a few people. Only one problem was found, and that was the Guard Towers not shooting, but I fixed that.

So go through it, see how you like it, and leave some feedback.

[http://files.filefront.com/CC\\_Death\\_Pass\\_V11rar/;6015375;;/fileinfo.html](http://files.filefront.com/CC_Death_Pass_V11rar/;6015375;;/fileinfo.html)

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Subject: Re: C&C\_Death\_Pass  
Posted by [Ryu](#) on Sat, 14 Oct 2006 23:32:37 GMT  
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"You don't have Permission to download this file"

May I suggest Getting free webspace, or even a [www.freewebs.com](http://www.freewebs.com) and uplaoding there, So some of us can download easily!

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Subject: Re: C&C\_Death\_Pass  
Posted by [R315r4z0r](#) on Sun, 15 Oct 2006 04:09:41 GMT  
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It shouldn't say that, Filefront is a free file hosting site.. what if you make an account? (it is free)

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Subject: Re: C&C\_Death\_Pass  
Posted by [Ryu](#) on Sun, 15 Oct 2006 08:57:33 GMT  
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Well, I don't relay want to register to yet another site, rofl..

And It's fighting threw 3 page's of add's..Just for a map..

Downloading maps should be easy..I can suggest just getting free webspace, with a reasonable amount of storage..Not that hard, make it easy for some of us..

EDIT: I Registered, And I still cant download

I seriously recommend getting free webspace!

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Subject: Re: C&C\_Death\_Pass  
Posted by [idebo](#) on Sun, 15 Oct 2006 12:56:23 GMT  
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Pictures?

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Subject: Re: C&C\_Death\_Pass  
Posted by [R315r4z0r](#) on Sun, 15 Oct 2006 14:23:19 GMT  
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Alex wrote on Sun, 15 October 2006 04:57Well, I don't relay want to register to yet another site, rofl..

And It's fighting threw 3 page's of add's..Just for a map..

Downloading maps should be easy..I can suggest just getting free webspace, with a reasonable amount of storage..Not that hard, make it easy for some of us..

EDIT: I Registered, And I still cant download

I seriously recommend getting free webspace!

well the reason I used filefront, was so that people could download it. Others have downloaded it who don't even have an account...

I have no idea about you. I'll go talk to cnc-source about uploading there.

Quote:Pictures?

yea, ok, hang on. I went on to take pictures the other day, but got side tracked started doing something else, and forgot too XD

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Subject: Re: C&C\_Death\_Pass  
Posted by [R315r4z0r](#) on Sun, 15 Oct 2006 14:43:01 GMT  
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ScreenShot links:

<http://i27.photobucket.com/albums/c175/r315razor/Screen%20Shots/Death%20Pass/game22006-10-1510-25-45-35.jpg>

<http://i27.photobucket.com/albums/c175/r315razor/Screen%20Shots/Death%20Pass/game22006-10-1510-26-50-10.jpg>

<http://i27.photobucket.com/albums/c175/r315razor/Screen%20Shots/Death%20Pass/game22006-10-1510-27-09-21.jpg>  
<http://i27.photobucket.com/albums/c175/r315razor/Screen%20Shots/Death%20Pass/game22006-10-1510-27-42-25.jpg>  
<http://i27.photobucket.com/albums/c175/r315razor/Screen%20Shots/Death%20Pass/game22006-10-1510-28-37-75.jpg>  
<http://i27.photobucket.com/albums/c175/r315razor/Screen%20Shots/Death%20Pass/game22006-10-1510-29-19-17.jpg>  
<http://i27.photobucket.com/albums/c175/r315razor/Screen%20Shots/Death%20Pass/game22006-10-1510-30-05-87.jpg>  
<http://i27.photobucket.com/albums/c175/r315razor/Screen%20Shots/Death%20Pass/game22006-10-1510-30-24-90.jpg>

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Subject: Re: C&C\_Death\_Pass  
Posted by [idebo](#) on Sun, 15 Oct 2006 19:09:03 GMT  
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Not bad.

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Subject: Re: C&C\_Death\_Pass  
Posted by [jnz](#) on Sun, 15 Oct 2006 23:33:42 GMT  
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very nice, i mean, very nice!

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Subject: Re: C&C\_Death\_Pass  
Posted by [ghost](#) on Sun, 15 Oct 2006 23:40:37 GMT  
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Email me it (PM me for email) and ill setup a FTP account.

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Subject: Re: C&C\_Death\_Pass  
Posted by [R315r4z0r](#) on Mon, 16 Oct 2006 00:09:19 GMT  
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Thank you, I'm glad you like it.

and to

ghost wrote on Sun, 15 October 2006 19:40 Email me it (PM me for email) and ill setup a FTP account.

I'm gunna wait till sgtmay at Cnc-source replys to me, he may put it up on that site, so I wont need an FTP.

If he doesn't, I'll contact you.

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Subject: Re: C&C\_Death\_Pass  
Posted by [Ryu](#) on Mon, 16 Oct 2006 03:09:16 GMT  
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Impressive!

Good Job!

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Subject: Re: C&C\_Death\_Pass  
Posted by [matty3k10](#) on Mon, 16 Oct 2006 07:11:51 GMT  
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Map looks nice and all but there are some issues that need to be worked out.

The Air Strip vehicle waypath is messed up or something, when you buy a vehicle, the vehicle goes in a circle and stops back on the pad...

Bad spawner in obby, I spawned in the obby MCT, couldn't move.

I would also recommend removing some of the Guard Towers and Turrets, 2 or so is fine but 6 is pushing it.

I like the music

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Subject: Re: C&C\_Death\_Pass  
Posted by [dead6re](#) on Mon, 16 Oct 2006 09:09:22 GMT  
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I am very impressed with the screenshots provided. I'll download it later and take a look when playing it.

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Subject: Re: C&C\_Death\_Pass  
Posted by [R315r4z0r](#) on Mon, 16 Oct 2006 14:48:12 GMT  
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matty3k10 wrote on Mon, 16 October 2006 03:11Map looks nice and all but there are some issues that need to be worked out.

The Air Strip vehicle waypath is messed up or something, when you buy a vehicle, the vehicle

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goes in a circle and stops back on the pad...

Bad spawner in obby, I spawned in the obby MCT, couldn't move.

I would also recommend removing some of the Guard Towers and Turrets, 2 or so is fine but 6 is pushing it.

I like the music

yes, you are correct, that problem with the airstrip, I need to try to fix. I thought I did... but I didn't.

I put 2 more guard towers than Nod has turrets, because the defences wouldn't be equal.

I'll go fix the obelisk spawn.

Thanks for the feedback

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Subject: Re: C&C\_Death\_Pass  
Posted by [R315r4z0r](#) on Mon, 16 Oct 2006 15:56:27 GMT  
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Note, the new section after "Known bugs"

Map: C&C\_Death\_Pass  
Version: 1.2

Thank you for downloading my map C&C\_Death\_Pass

Installation-----

To install this map, just take the ".mix" file found in this folder, and put it into your Command & Conquer: Renegade Data directory.

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C://Westwood/Renegade/Data

TFD DVD:  
C://Program Files/EA Games/Command & Conquer The First Decade/Command & Conquer Renegade(tm)/Renegade/Data

After you move the file into there, you will be able to select it as a playable map within Renegade!

Desctiption-----

Out in the mountains, there is a narrow passage through the cliffs. Each base is standard size. The harvesters harvest tiberium from a nearby cave. The pass is narrow in some areas, so narrow it barely fits 2 tanks next to each other.

There is only one way in and out of each base and the entrenches are long in length, but small in width, making you a sitting duck to the enemy's base defence.

This map is made to last a good long time.

#### Known Bugs-----

You can see mountains drawing in from the distance. (Not major problem)

Other than that, I haven't found any.

#### Fixes from previous versions-----

- Fixed the problem with GDI Guard towers not firing
- Adjusted the spawner inside the Nod Obelisk, now people wont get attached to the MCT.
- Fixed the waypoints off the Nod Airstrip, vehicals now follow the correct paths off the airstrip.
- Lengthend the Nod harvester's waypath a tiny bit, so timing is equal to the GDI harvester.
- Added +50 armor spawns in the cliff bunkers, each respawn after 2 minutes.
- Changed the sniper spawners in the cliff bunkers to respawn at 2 minutes.

#### Credits-----

- ORCAcommander1 for the awesome name of the map.
- Those of you who beta test this map for me
- YSLMuffins at the RenegadePublic forums, for advice with the Advanced Guard Tower.
- Oblivion165 for his very useful and easy building pack with proxies. (Sorry I didn't include you before)

#### Contact Information-----

If you ever need to contact me for any reason;  
Bugs you found, installation help, ect.  
Feel free to email me at [R315razor@optonline.net](mailto:R315razor@optonline.net)

Have fun!

Also, I worded the above post wrong. The reason GDI has more Guard towers than Nod has turrets, is because if they both had 5 (5 turrets, 5 guard towers) The base defences would be unequal, and Nod would have better. So I gave GDI 2 more turrets. 1 of them is behind the refinery, out of the way, and the other is in the center of the base. They both aren't much of a difference, so that is why I won't remove them.

[http://files.filefront.com/CC\\_Death\\_Pass\\_V12rar/;6028834;/f ileinfo.html](http://files.filefront.com/CC_Death_Pass_V12rar/;6028834;/f ileinfo.html)

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Subject: Re: C&C\_Death\_Pass

Posted by [crazfulla](#) on Thu, 19 Oct 2006 14:51:18 GMT

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Guard Towers pwn infantry, turrets pwn vechs. They each have their own strenths. IMO both sides should have an equal number of defence.

edit: and do you have to make the page scroll? I couldnt find the submit post button :\

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Subject: Re: C&C\_Death\_Pass  
Posted by [Spoony](#) on Thu, 19 Oct 2006 15:09:54 GMT  
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crazfulla wrote on Thu, 19 October 2006 09:51Guard Towers pwn infantry  
correct

crazfulla wrote on Thu, 19 October 2006 09:51turrets pwn vechs  
lol?

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Subject: Re: C&C\_Death\_Pass  
Posted by [crazfulla](#) on Thu, 19 Oct 2006 15:26:24 GMT  
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MaidenTy1 wrote on Thu, 19 October 2006 10:09crazfulla wrote on Thu, 19 October 2006  
09:51turrets pwn vechs  
lol?

LOL is giving turrets artillery shells

on a more serious note, GDI has WAY too much defence. Considering they have the firepower advantage and it is a 'bottleneck' map I suggest removing a few Guard towers.

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Subject: Re: C&C\_Death\_Pass  
Posted by [matty3k10](#) on Thu, 19 Oct 2006 17:06:59 GMT  
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You should remove the obby and agt all together, this would be a never ending map on a marathon, and most likly GDI would always win...

And my ubber turrets pwn infantry and vehicles

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Subject: Re: C&C\_Death\_Pass  
Posted by [Ma1kel](#) on Thu, 19 Oct 2006 17:43:20 GMT

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If there is an ability to kill the pp/agt/ob with artillery in the map, then it will end in marathon.

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Subject: Re: C&C\_Death\_Pass  
Posted by [R315r4z0r](#) on Thu, 19 Oct 2006 19:38:21 GMT  
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crazfulla wrote on Thu, 19 October 2006 10:51 Guard Towers pwn infantry, turrets pwn vechs. They each have their own strenths. IMO both sides should have an equal number of defence.

edit: and do you have to make the page scroll? I couldnt find the submit post button :\  
Ahh, but you see, I fixed up the turrets a bit. I made them fire faster, and made their shells into medium tank shells.

Which makes them more of an opponent.

Also, don't forget, that 3 of the 6 Guard towers are quite visable to an artillery. And wont be shot at from them or the AGT, so they can be taken out easy.

Also, even though GDI has the defencive bonus of good Defencive buildings, their powerplant is in the line of fire from an artillery, clear of the AGT.

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Subject: Re: C&C\_Death\_Pass  
Posted by [crazfulla](#) on Fri, 20 Oct 2006 01:06:15 GMT  
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razorblade001 wrote on Thu, 19 October 2006 14:38  
Ahh, but you see, I fixed up the turrets a bit. I made them fire faster, and made their shells into medium tank shells.

Which makes them more of an opponent.  
Then why not modify the GDI defences as well?

razorblade001 wrote on Thu, 19 October 2006 14:38 Also, don't forget, that 3 of the 6 Guard towers are quite visable to an artillery. And wont be shot at from them or the AGT, so they can be taken out easy.  
And that gives Nod and advantage...how?

GDI has an obvious advantage on bottleneck maps. Usually if I include and AGT/OB I have atleast 2 different vehicular entries to the base plus inf tunnels. Makes people work as a team to cover more than one access point, rather than just camp in the front like noobs (as on hourglass) and just slug it out. Personally I don't want a slugfest. Nice map for the texturing/lighting though.

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Subject: Re: C&C\_Death\_Pass  
Posted by [R315r4z0r](#) on Fri, 20 Oct 2006 02:41:55 GMT  
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I did fix up the Guard towers too, but people found they weren't working correctly, so I reverted them back to normal.

And like I said before, Nod has an advantage because they can attack GDI's powerplant without the AGT hitting them. Where as GDI Can't because the turn is too narrow, and the Hand of Nod is in the way.

Trust me, I thought out the layout pretty long and hard, it is balanced.  
For example, that hill that GDI's forward bunker is in, isn't just there to look pretty. A small group of stealth tanks could wait behind there as some GDI tanks pass by, after which, the stealth tanks launch an assault on the AGT.

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Subject: Re: C&C\_Death\_Pass  
Posted by [JeepRubi](#) on Sat, 21 Oct 2006 23:58:47 GMT  
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razorblade001 wrote on Sun, 15 October 2006 09:43ScreenShot links:

<http://i27.photobucket.com/albums/c175/r315razor/Screen%20Shots/Death%20Pass/game22006-10-1510-25-45-35.jpg>  
<http://i27.photobucket.com/albums/c175/r315razor/Screen%20Shots/Death%20Pass/game22006-10-1510-26-50-10.jpg>  
<http://i27.photobucket.com/albums/c175/r315razor/Screen%20Shots/Death%20Pass/game22006-10-1510-27-09-21.jpg>  
<http://i27.photobucket.com/albums/c175/r315razor/Screen%20Shots/Death%20Pass/game22006-10-1510-27-42-25.jpg>  
<http://i27.photobucket.com/albums/c175/r315razor/Screen%20Shots/Death%20Pass/game22006-10-1510-28-37-75.jpg>  
<http://i27.photobucket.com/albums/c175/r315razor/Screen%20Shots/Death%20Pass/game22006-10-1510-29-19-17.jpg>  
<http://i27.photobucket.com/albums/c175/r315razor/Screen%20Shots/Death%20Pass/game22006-10-1510-30-05-87.jpg>  
<http://i27.photobucket.com/albums/c175/r315razor/Screen%20Shots/Death%20Pass/game22006-10-1510-30-24-90.jpg>

That looks really good!

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Subject: Re: C&C\_Death\_Pass  
Posted by [ErroR](#) on Thu, 28 May 2009 18:38:19 GMT  
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sorry to bump such an old topic, but why not in mod release forum yet? screens look nice, link still works

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