
Subject: [Map] C&C_Canyon_Falls_Fusion.mix
Posted by [roszek](#) on Sat, 31 Oct 2015 21:28:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is a custom map created by me with help from Mauler.

All the Renegade vehicles have been replaced with C&C4 vehicles.

There is also a working Chronosphere for GDI, and Nod has a mutant lab which allows Nod to buy Mutant soldiers even if the hon is dead.

This map uses custom crates (instead of the reborn ones) which are dropped of by cargo plane.

For this map to work properly you need to install the included scripts and ssgm plugin to your server.

The sidebar.dll (created mostly by zunnie) puts beacons on the sidebar.

Again, thanks to Matt Fabian for his great waterfall, and Hunter-Seeker for extracting and helping to configure the vehicles.

Note: this map wont work with Dragonade.

Some Screenshots

File Attachments

1) [Screenshot.53.png](#), downloaded 1181 times



2) [Screenshot.54.png](#), downloaded 1160 times



3) [Screenshot.55.png](#), downloaded 1155 times



4) [Screenshot.56.png](#), downloaded 1169 times



5) [Screenshot.59.png](#), downloaded 1145 times



6) [Screenshot.60.png](#), downloaded 1142 times



7) [Screenshot.61.png](#), downloaded 1141 times



Subject: Re: [Map] C&C_Canyon_Falls_Fusion.mix
Posted by [Starbuzz](#) on Fri, 06 Nov 2015 11:34:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks great! Need to get on that Venom!

Subject: Re: [Map] C&C_Canyon_Falls_Fusion.mix
Posted by [roszek](#) on Wed, 18 Nov 2015 19:37:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Updated everything do to balance issues.

File Attachments

1) [Canyon_Falls_Fusion.rar](#), downloaded 328 times

Subject: Re: [Map] C&C_Canyon_Falls_Fusion.mix
Posted by [zunnie](#) on Fri, 27 Nov 2015 20:33:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Exellent map.

Subject: Re: [Map] C&C_Canyon_Falls_Fusion.mix
Posted by [ehhh](#) on Mon, 30 Nov 2015 20:35:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

the placing of that ob, triggers me
