
Subject: Screw it, everyone else is doing, I want to too :P
Posted by [Anonymous](#) on Mon, 27 Jan 2003 14:14:00 GMT
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It is much too big. You must crunch the bases together. Also, the character may only see about 200... (meters?) into the field. My map is 210 meters long and if you stand at the back of one base you can just barely see the back of the other. My map is a failure though. I did the texture wrong so I have to retexture everything. Plus you can easily base 2 base. And it's called "C&C_Tiber_River" so it has a river running through it. The map is surrounded by mountains and it looks really funny with a river going through a mountain. Plus I didn't have very many ideas so my map is kind of empty. I gave up on it. I didn't have a plan. I just made it up as I went along (really stupid.) I never thought of using paint to plan ahead. It's my second map. My first map was good but... all it was was a big empty field with two bases with concrete walls around them and an overhead walkway.
