
Subject: My new map called Hills

Posted by [Anonymous](#) on Sat, 12 Oct 2002 14:08:00 GMT

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a minute isnt that long.....it took 15 minutes to travel between bases on my first map.....now that's a long wait. The map looks fine.....dont let other peoples opinions sway your judgement too much rjs87.....it's your map....work with it and see how it plays.....get the map up and running and do some test runs and see how it goes. You cant expect people to give you accurate judgements when they have never played the map.....they cant tell by the gmax rendering how big it is actually going to be....especially if they dont have a renegade building in the pic to judge the scale by. And if they still think that second rendering is too big then they definately dont know what big really is.....your map is about 1/20 the size of my first published map.....i didnt have too many complaints other than it being obnoxiously large.....the map takes up approximately 10 miles by 10 miles.....that's 100 square miles of playing ground.....i dont think your map is too big.....i think people are thinking too small. But then again i always liked the bigger maps when i was playing Tiberian sun.....more strategy and less rushing. Eric.
