
Subject: C&C_Ruins **V.3 Released** !

Posted by [Anonymous](#) on Sat, 07 Sep 2002 00:36:00 GMT

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Yes, Here's my review:Great Job on the map, I'm impressed that it is so large and detailed! It was a good one for a "starting" map. If you read a few of the tutorials you can find out how to do VIS, add air units, and use the "fixed" buildings.Harsher side: I wouldn't probably have made the glass on the shrines shatter because one shot and it kind of ruins the look of the building. You might have wanted to put ramp guards on the wooden ramps. The construction yard isn't quite working correctly. And it needs a little UVW help, but other than that it was neat to look at.I don't think I've seen those trees before unless you got them from the RenegadeModArt.And the ruins were pretty cool...Although you did force me to walk all the way around the pyramid only to find no entrance.And overall, I think it was very well thought out. Good Job and I hope the next get better!
