
Subject: First preview screenshot of GDI Construction Yard Team Death

Posted by [Anonymous](#) on Wed, 21 Aug 2002 17:23:00 GMT

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CY Yes YesAssault Yes YesUgh, the point is flying over your head. I could say that you've ripped off my deathmatch in a CY idea, but I don't hold the rights to that. I chose the GDI SP Construction Yard because I didn't want people downloading basically the same map they did with the other one and get the idea that they'll fall through the floor again. Besides that, the GDI one looks much better than the Nod one does. So don't turn this into a fight, because you and I both know I did the Deathmatch-In-A-CY idea long before you started your map. I had this sort of thing planned out long ago and I'm just now getting the ideas implemented because I have to move very soon. Sorry dude, I don't want to turn this into a fight, sorry, but they are the *same* thing. And your CY DM idea was a map only inside the CY, my map has different interiors and exteriors. Then how is your map the same as mine? I'm using the GDI *single player* exterior and interior with an entirely different map terrain than you are using. Mine is deathmatch as I normally do it, not with buyable vehicles or any other special stuff.
