
Subject: C&C_CTFCY - Released

Posted by [Beanyhead](#) on Fri, 28 Mar 2003 16:32:47 GMT

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DeafwaspOk, just tried it on own in a 1 player game. It is pretty good, and I like how you have that tower outside and when you get to the top there is an orca crashed into the mountain. And there are some other good points.

But.....

In the map you have the CY hanging in the air on at least one corner, and you have hedgehogs all mushed together with an invisible blocker. Could have just put a concrete wall or something better. A rock maybe. Also inside you should allow more space between the hummers, and there is a couple places where the grass mesh comes through the wall in the building. And one of the tires in the tire stack is halfway in the wall.

These are little errors you could easily fix, but also point out the fact that you are impatient. You should take the time and fix these little bugs. Oh and change the flag.

The biggest problem, and this was the same problem the Hand of Nod CTF had.....Only one way to and from each flag. There should be multiple paths to the nod/gdi areas. Or else everyone just keeps meeting at one point and fragging each other. Which makes it not much more than a DM.

You could allow access to the other side of the building and add some sort of alternative way of getting around. Or at least something to solve the pinch point problem.

But I think its a good map, a good try. I really hope you take my advice.

1. Do you realize how hard it is to get the CY to be perfectly aligned?
2. I can't very easily edit the CY and make different doors, etc.
3. A concrete wall? Just coming out of nowhere?

Thanks, for your suggestions and I'll try to work on them, but I thought of these when I first made the map and there was no real easy way to fix them.
