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Subject: CP 2 Maps

Posted by [Aircraftkiller](#) on Sat, 26 Feb 2005 11:48:53 GMT

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Titan1x77ACK..just quit acting like your maps were so much better. You have no idea of what should be in a corepatch for the group of exisiting Renegade players.

The fact is your maps (original idea maps) didnt play any better then quite a few of mine, alot of your maps were pretty shitty gameplay wise. Before even playing a map that I made, you wouldn't like it. Cairo, Terrace, High noon, Lightwave1&2, Tiberium cave, and Uphill are all well liked by the community of fanmaps players.

Who also liked Fortress, and that little place where the entire landscape was a bunch of boxes with no textures. You suck at making game levels.

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