
Subject: Re: C&C_Flooded

Posted by [danpaul88](#) on Sun, 25 Sep 2005 22:39:09 GMT

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Uploaded it. Feel free to download it from

[http://www.lmsbc.com/downloads/renegade/maps/c&c_flooded .zip](http://www.lmsbc.com/downloads/renegade/maps/c&c_flooded.zip)

EDIT:

Had a quick run around it, a couple of comments;

1) The tunnels are a bit small, perhaps widen and heighten them a bit, so you can get more than one person next to each other (would make for some interesting battles though)

2) Not sure if you modified the settings for turrets, but they seemed awfully easy to kill with a Gunner, or is it just because I am used to avoiding tanks, infantry and obelisk line of sight while I kill them normally? lol

3) Maybe make the water depth greater in some places than others, and puddles between the bases and on the cliff? Seems a little unrealistic with flat terrain and a sudden dip.

Otherwise a nice little map, rofl @ the airstrip runway poking out of the water! A really good idea for a map

BTW, I agree, the AGT and Obelisk would ruin the map, the cliff would be almost useless with the AGT / Obelisk shooting up at you, and due to the map layout it would be difficult to get anywhere without the AGT / Obelisk obliterating you....
