Subject: Re: C&C_Flooded
Posted by JeepRubi on Tue, 27 Sep 2005 19:20:13 GMT

Alkaline wrote on Mon, 26 September 2005 23:16Ok, after playing I have some comments:

1, the map looks like you took C&C_Walls.mix and modified it, the base layouts are the same as walls... you did add something differnt in the middle, but overall it resemebles walls way to much.

2, Get rid of the rain. Rain kills fps and should never be added. Same thing for snow, ash e.t.c....You may not notice when playing by your self, but on a server it is very noticeable.

ill turn down the rain but if i totally turn it off it takes away the "wet to the bone" feeling.

Id love to get my map on unrules. lol thats the only srever my dad plays on.

to make it a little less like walls i added some palm trees. take tat walls.