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Subject: Re: c&c\_dont\_fall.mix

Posted by [Daze](#) on Sat, 12 Nov 2005 13:31:18 GMT

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Overall it's a pretty good map. I played around in it for a quite a while by myself just to pinpoint some of the bugs and areas that could be improved. I think its a great concept for a map though, so GJ.

Two things I forgot to mention in the SS below are - maybe since we've got a gloomy sky in the map, you could add some effects such as rain and lightning, like the stuff from the second SP mission (Rescue and Retribution).

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### File Attachments

1) [Don'tfall\\_crits.JPG](#), downloaded 594 times

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FPS = 30, KBPS  
Team 55  
GDI 55  
Nod 9  
Player 1. Daze  
Score 55

Okay we've got a whole lot of dunes in mid air, and a river that kills you immediately beneath? Unless it's meant to be that way, I suggest maybe adding supports or something.

Shouldn't there be some sort of water texture here, instead of just plain grey?

Credits: 1185  
Time Remaining: 00:21:11

2) [Don'tfall\\_crits \(2\).JPG](#), downloaded 592 times



3) [Don'tfall\\_crits \(3\).JPG](#), downloaded 585 times





4) [Don'tfall\\_crits \(4\).JPG](#), downloaded 580 times



It's almost impossible to cross the bridge there since you already get the AGT. It's kinda unbalanced since when I was GDI, the Obelisk attack me when I was the same place.

Just wanna reiterate about seeing better water down there. Plus maybe some supports beneath the bridge would be good too?

Good idea for stopping B2B. thumbsup:

Yup, more texture stretching here.