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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 552 times

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2) [Don'tfall\\_crits \(2\).JPG](#), downloaded 551 times



3) [Don'tfall\\_crits \(3\).JPG](#), downloaded 547 times





4) [Don'tfall\\_crits \(4\).JPG](#), downloaded 535 times



Good idea for  
stopping B2B.  
thumbsup:

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

Yup, more texture  
stretching here.

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