
Subject: Re: C&C_Death_Pass

Posted by [R315r4z0r](#) on Mon, 16 Oct 2006 14:48:12 GMT

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matty3k10 wrote on Mon, 16 October 2006 03:11Map looks nice and all but there are some issues that need to be worked out.

The Air Strip vehicle waypath is messed up or something, when you buy a vehicle, the vehicle goes in a circle and stops back on the pad...

Bad spawner in obby, I spawned in the obby MCT, couldn't move.

I would also recommend removing some of the Guard Towers and Turrets, 2 or so is fine but 6 is pushing it.

I like the music

yes, you are correct, that problem with the airstrip, I need to try to fix. I thought I did... but I didn't.

I put 2 more guard towers than Nod has turrets, because the defences wouldn't be equal.

I'll go fix the obelisk spawn.

Thanks for the feedback
