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Subject: Re: Tank design recruiting

Posted by [c0vert7](#) on Fri, 24 Nov 2006 14:32:38 GMT

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Yes to clear it, me and stallion are working on this map, I am making the terrain based on his ideas. When the terrain is done he will be doing the level edit stuff cause I am too lazy and he wants to learn some of the basic stuff like that. He knows most of level edit but he never really worked on maps and placing buildign controllers, pts, spawners, waypaths, ect. And that too was my worry, this map is gonna have a bit too many features. And not many servers will host it for the fact some players can have the advantage over the others. E.G he wants armor u can buy that can go up to like 2000 hp. Someone joins in late and there are like 3 people with all these after they saved there cash up. He cant kill them no matter how hard he tries.

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