
Subject: Can someone edit Hourglass slightly for me
Posted by [Spoony](#) on Mon, 28 Jan 2008 18:57:20 GMT
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and save it as a new map, Hourglass_2 or something

I want to make two changes. Firstly, an overhang near the hill, kinda like this. excuse the mspaint
<http://img.photobucket.com/albums/v284/MaidenTy1/hourglassTT1.jpg>
<http://img.photobucket.com/albums/v284/MaidenTy1/hourglassTT2.jpg>

the intended result:

- arty or mrls on the hill can shoot over the overhang and hit the refineries
- no other hillcamping is possible
- players on the hill can't see the enemy WF and Airstrip so you can't see every tank rush they're planning
- if vehicles rush over the hill, they will be shielded from defences until they pass the blue line

here:
<http://img.photobucket.com/albums/v284/MaidenTy1/hourglassTT3.jpg>
<http://img.photobucket.com/albums/v284/MaidenTy1/hourglassTT4.jpg>

that's the main change. the second is less important and relates to the Nod Turret in front of the Hand. right now it's useless - if GDI had a med tank shooting the obelisk from the Hand side, the turret can't see it since there's a rock in the way. so either cut away the rocky part, or move the turret closer to the tiberium.

thanks.

by the way, don't worry AT ALL about making it look good - a black solid wall in mid-air is perfectly sufficient for me, as long as it blocks vision and shots. I just want to test it gameplay-wise.
