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Subject: [MMN] Fan Map Night!

Posted by [Beanyhead](#) on Mon, 04 Aug 2003 16:51:41 GMT

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AircraftkillerC&C\_Carnage-Club\_Xtreme.mix - [DOWNLOAD] - No visibility rendering, poor FPS, weird gameplay...

Yes, I agree with this in some aspects but people like it, and that's why I put it in.

Aircraftkiller

C&C\_DMCenter.mix - [DOWNLOAD] - getting stale

Basically a tradition thing, just brings back old memories.

Aircraftkiller

C&C\_Caverns.mix - [DOWNLOAD] - It's obvious that this was made during the first five months of the Renegade tools being released, which means it sucks in almost every aspect.

Once again, tradition. I agree that it has many bugs.

Aircraftkiller

C&C\_Lunar\_Landing.mix - [DOWNLOAD] - horrible, all people do is dick around in the Recon Bikes while GDI owns their base...

Yea, I agree with the recons, they never should've been added, but other than that, it's fine.

Aircraftkiller

C&C\_Hangmans\_Canyon.mix - [DOWNLOAD] - no visibility, non-imaginative gameplay setup, overall balanced towards Nod in a very annoying way...

I think this is one of the best maps of all time. I know the the fps could be better, and maybe the balance issues aren't perfect, but no map is 100% perfect. Again, people really like this map.

Everyone has their own opinion and I respect that, but I still hope to see you there

[Edit: Grammar Error]

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