Subject: Re: Release - C&C_Hourglass_Flying_BETA Posted by Jerad2142 on Tue, 13 Jan 2009 10:22:36 GMT

View Forum Message <> Reply to Message

Its an extremely nice map, but there are a few balance issues I noticed, like, the MRLS can shoot the obby from three spots while remaining out of range, while the arty can only shoot the guard tower from one. I noticed there are no bullet holes in one tunnel and finally, and finally the water in the water fall looks kind of fugly.

File Attachments



2) 2.png, downloaded 720 times



3) 3.png, downloaded 713 times



4) 4.png, downloaded 717 times



5) 5.png, downloaded 711 times



6) 6.png, downloaded 699 times

