
Subject: Decent map makers out there?

Posted by [Goztow](#) on Tue, 21 Apr 2009 13:29:58 GMT

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With the TT auto downloader coming up sooner or later, we'll need decent maps to download . The problem with the current LOAD of fanmaps is that there's only a very low % of really decent ones out there. With decent, I mean:

- * no obvious and/or game breaking bugs
- * not huge, so playable with 2v2 but also with 10v10. No running 2 minutes just to get to the other end of my base, please
- * quite open, meaning different ways to get into the base, with tanks and infantry; not limited to camping only, even in bigger games
- * balanced, meaning both sides can +/- camp same amount of buildings and both sides have a chance to use their specifics to good use
- * can be inspired of but shouldn't be a remake of a standard map (we'll play the standard map if we want this)
- * quite detailed and if possible with some useful new vehicles or buildings (reckon bike, for example).

BunkersTS and GlacierTS are good examples of nice maps, in my opinion .

So, is anyone planning to put some decent work into some new maps?
