
Subject: Re: New maps?

Posted by [Caveman](#) on Sat, 13 Aug 2011 19:44:39 GMT

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Aircraftkiller wrote on Sat, 13 August 2011 18:11 People often think that I only believe my work is worth playing. I can't deny that. I did put a lot of effort into what I do, but there's a lot of it that I think is dated and needs to stop being played.

Out of that list, what I would recommend:

C&C_BasinTS

C&C_DMCenterTS

C&C_GlacierTS

C&C_MetroTS

C&C_MinesTS

C&C_Snow

C&C_Siege

C&C_The_Woods_Today

It's obviously most of my work. I've played on all of them, including Siege (By Pinkbunny?), for quite a while when The Pits ran them. They all play well, with the exception of The Woods Today - I never got a chance to play that one at all.

Just wanted to say -

MetroTS is a awesome map but fuck GlacierTS. Glacier_Flying is by far the besp map, yes it has its bugs but as a map itself its the best. Its the only map I with base defences that I know (Worth mentioning) where you don't need a AS/WF to win the game.

On topic - The mappack should contain all maps regardless whether they're decent or not, I do understand your concern though.
