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Subject: Re: C&C\_The\_Canyon (Wip infantry map)  
Posted by [Blazea58](#) on Tue, 04 Oct 2011 01:56:30 GMT  
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Quote:I think your tunnel layout is a bit boring (straight). Add a few bends, and perhaps a few junctions, to spice things up a bit. I mean, tunnels are vital on any infantry map

Point taken, i guess ill rework the tunnels a bit more, i just made it straight because i didn't want it to go any further then it already is going, but i will add a few other sections to it.

Quote:The name is kinda stupid and sounds like a rip off of C&C\_Canyon. try to come up with something more original.

I know lol because it was a rip of that maps name to be honest. I didn't really come up with a proper name for it yet, but maybe in time as things shape up more i will come up with something better

Quote:As for silos for renx, I always liked these ones:

Thanks alot ill give these ones a try, looks like they are the open ones which i don't really like as much, but they will still do the trick

I think ill have room to place 2 silos for each team, but they will be close together so an ion or nuke could kill both at once no problem

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