
Subject: Re: C&C_Drift

Posted by [iRANian](#) on Fri, 21 Oct 2011 14:36:38 GMT

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Please lower the Artillery screen shake and splash if you're gonna make it an Arty map.

I don't like how the tunnel is at the back of Nod's base and so close to the Refinery. It appears you need a dedicated player inside the tunnel or in the field behind Refinery to defend it.

Are you gonna be adding some hilly terrain? I like how Conquest_Winter has this, it gives GDI tanks a better ability to get field control.
