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Subject: Re: C&C FjordsTR released

Posted by [NACHO-ARG](#) on Sun, 20 Nov 2011 03:54:22 GMT

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i will try to offer constructive criticism about your map: it does look pretty cool but i cant say i love it, the level of detail is way higher than what i have seen in others fan maps but that doesnt necessarily make it better, imo except for the tunnels the layout is a little bit boring, the route to the enemy base is too much straight on, about the trees, i havent seen another ren fan map with such amount of trees but if that doesnt cause lag issues then i dont see the problem with them, also i dont like some of the units changes for example the mrls firing only 2 missiles at the time it just doesnt feel right for me, the rotating turret seems to be a nice thing but i havent test it in large matches to say i love it. The chaingun in the chinok is a nice touch though, maybe some players would consider to buy one for serious purposes and not just for lolz.

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