Subject: Re: 3 Maps that need fixing
Posted by danpaul88 on Mon, 12 Nov 2012 19:55:00 GMT
View Forum Message <> Reply to Message

I'm sure we used to use Meadow quite often for the old TK2 ICW games back in the day...

I was never keen on Secret Base though, the bases just felt far too close together for a map with vehicle production. And the radar dish with cutouts for infantry to walk through just looks a bit silly

All three maps suffer from excessive use of tiled textures and stretched textures, but I guess that's pretty much standard for 'fanmaps' on the W3D engine...

I'm curious why a map that worked in 3.x would simply crash in 4.0... they shouldn't do that. Might be better submitting some crash dumps to jonwil / stealtheye so they can figure out WHY they crash rather than just trying to redo them from scratch.