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Subject: FanMaps

Posted by [OrcaPilot26](#) on Thu, 05 Feb 2004 01:32:22 GMT

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actually your maps have a bunch of big flaws. The buildings are just plopped down on the terrain without cutting away the ground below them, the roads (at least in that TS style map) don't have corners, and you didn't even use my tiberium right, some of the crystals are meters off the ground, or at least some of the missing faces are showing.

Yet unless ACK can come up with a good explanation why his maps are so much better than yours, your statement may have truth to it.

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