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Subject: Titan's maps vs ACK's maps (split off)

Posted by [Aircraftkiller](#) on Fri, 13 Feb 2004 12:18:45 GMT

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No. I'll speak my mind as I see fit. If you want me to do what you think is right, you can fuck off.

Quote:Water isnt a big deal...it's like that on almost every map with deep water...I could of added emmiters down there but didnt want to take away from the FPS...better to have it run smoothly then to have some nice water effect underneath the water plane making it lag.

ROFL, that's what's called "I'm too lazy to develop things properly, so I did it half-assed and I don't care."

You wouldn't even need emitters underwater to make it look like water. You wouldn't even need to let people go underwater to begin with!

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