
Subject: Titan's maps vs ACK's maps (split off)
Posted by [Weirdo](#) on Fri, 13 Feb 2004 16:48:31 GMT
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AircraftkillerNo. 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 emmitters 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!

I might be to stupid to understand your logic ACK, but what is diffrent with going underwater in DMIsles and the .992 version of Zama.

Are you telling me you are going to change te water effect on those maps or what?
