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

Posted by [sniper12345](#) on Sun, 15 Feb 2004 12:57:25 GMT

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Weirdosniper12345Aircraftkiller

Guess what, though? The weapon, health, and armor spawners have nothing to do with me. I didn't place them. I've stated this before. NeoSaber did - he doesn't have much experience with multiplayer deathmatch. With that said, it's being fixed for the 0.993 patch, along with additional deathmatch levels.

So you mean the little hills, water, bushes and general layout have no effect on gameplay?

And who made them?

He made the terrain yes. But could you please explain at what points the terrain on that map effect's the gamplay in a bad way. The only thing it misses is a goal.

I like DMIsles personally, and although some vis errors, who don't effect the gameplay, I don't see anything wrong.

It is dull. This is not a personal opinion...a popular opinion.

All there is are little slopes on water, then some grass for cover. Playing it for 5 minutes can be fun, but for 30, it is not.

Don't say that this map is just made for 5 minutes, because in order for a map to be good, it must be able to last without getting dull.Hourglass is a perfect example of a map not lasting.

If we compared that map to, let's say, Islands by Titan, the winner in both gameplay and appearance is obvious.

I'm not stopping you from favouring DMIsles, I'm just telling you what a lot of people think.

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