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

Posted by [Aircraftkiller](#) on Fri, 20 Feb 2004 02:14:18 GMT

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Quote:That's not just an opinion. It's abuse. Unnecessary and unconstructive abuse I might add.

"In your opinion"

Quote:You say that if "someone bites then you bite back". No one would ask you to behave any differently. But how do you defend your behavior when "you bite first"?

Read the thread and you would see that it was him, a while ago, who started all of this. I am simply finishing it.

Quote:You still have not provided any reasons for insulting Titan's work. One has to wonder if your insults are unfounded, extreme, and driven more by a personal vendetta than genuine criticism.

1. It's open, with no cover.
 2. You can go underneath the fake "water" and stay down there without taking any damage, without even having some kind of effect to show that you're underwater.
 3. The terrain is bland mesh smoothing with no real detail. When was the last time you saw 2 foot high hills all over the place, by an ocean, made of completely smooth dirt?
 4. The spawns don't work right half the time because you're not getting enough credits from them, and the teleporting ones are extremely hard to see.
 5. Who wants to purchase an automatic rifle? Why get one when any character, besides the basic soldiers, has a better weapon?
 6. Why even play for KOTH when it's just a large deathmatch with a different name?
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