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Subject: C&C\_Egypt

Posted by [Titan1x77](#) on Fri, 26 Mar 2004 04:01:14 GMT

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Aircraftkiller You never even played C&C, did you?

That is how a level should look for Renegade. Wide, open, with realistic terrain formations that make you feel like you're part of the game instead of some outsider looking into some strange place with 90 degree vertical mountains and no way out of where you're battling.

So before you spout off, try looking at C&C and then come back.

Quote: I didn't see you complaining when Westwood said they were going to have the Titan in TS?

"Oh no, TD didn't have a giant walking mech in it!"

Umm... TS isn't TD. There is a logical evolution of war machinery that can happen in 20-40 years.  
:rolleyes:

Oh no!!... "theres no cover on that map!!"

You complain about my maps being wide open with no cover... look at that map.

My maps are far more closer to the original C&C, then you River Canyon type crap.

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