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Subject: Map list and rotation for WEDS 3.19.03 at THE PITS server

Posted by [Aircraftkiller](#) on Thu, 20 Mar 2003 05:30:14 GMT

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Creed3020What's wrong with Hangman's Canyon, because I think it's great. There really isn't anything wrong with it and works well with alot of people.

During the days of MMN we tried it out alot with 30+ ppl and it was great. Nod pulled off some pretty good Stank rushes as GDI did one with Transports. I think it good all round, I hope it's not taken out of the loop.

Horrible texturing

Ripped off tunnels from Hourglass

Unbalanced gameplay

Unbalanced weapon spawns

Boring, dull, uninteresting terrain

Poor use of fog

Horrid base layouts

No visibility rendering, so you have to render the entire map instead of small portions.

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