

---

Subject: Flying vehicles in ALL maps.

Posted by [Aircraftkiller](#) on Wed, 28 Apr 2004 18:06:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

They all need "ramps" or they need transitions removed at the top of structures so you can't get out over them.

Furthermore, they'd have to get visibility solve ran over them, and some just aren't made for aircraft to begin with.

Hourglass would suck for air combat, seeing as how the n00b cannon Havocs and Sakuras would "rule" everything from afar.

Volcano would do good, evidenced by Volcano Flying, but it's still not made with air combat in mind.

Complex might be good for it.

Field would not work right, it's terribly designed to begin with.

Under, possibly, but it's another rework of Field with a few additional features.

Canyon would never work right with aircraft, it's too cramped and goofy to use for them.

---