
Subject: UNServ Mod Maps (updated)

Posted by [Aircraftkiller](#) on Sat, 22 Mar 2003 09:27:20 GMT

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Duke of NukesO.o...banishment...didn't see what he said though

anyways...Ack...I'm sorry...but your maps allow people to snipe into the agt and such when it's still up and running...in all your studying of WOL maps...I think you neglected to realize that the agt and obelisk have a range...and the sniper rifle has a farther range....thus why they never made it so you could shoot/see the obelisk/agt and not be hit by it.

I've never seen a map I've made where you can snipe into the Advanced Guard Tower or the Obelisk of Light, except Tropics, and you should be defending your base.

Just because base defenses exist doesn't mean they're going to carry the brunt of the base defense for you. You must learn to work as a team to attack and counterattack all threats that are posed to your base's existence.

Please don't tell me what Westwood intended concerning map design. I know what they intended. I know the level designers for this game. I'm acutely aware of how to construct a map so that it plays properly in Renegade.

Don't blame it on me if you can be sniped. Just get a sniper rifle or an APC and kill the sumbitch.
