
Subject: My new map called Hills
Posted by [Anonymous](#) on Fri, 11 Oct 2002 20:25:00 GMT
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Do you guys think this is a good map idea? <http://www.westwoodmods.com/forum/uploads/post-2-1034374637.jpg>

Subject: My new map called Hills
Posted by [Anonymous](#) on Fri, 11 Oct 2002 22:50:00 GMT
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I can help you out to obtain a realistic water effect.....still, the map looks a little big too big, would take ages to go to enemy base if your Weapons Factory or Airstrip is destroyed....consider this.

Subject: My new map called Hills
Posted by [Anonymous](#) on Sat, 12 Oct 2002 10:09:00 GMT
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How about this? Made it so it isn't so big. <http://www.westwoodmods.com/forum/uploads/post-2-1034442480.jpg> I am going to add tunnels later down the line. [October 12, 2002, 10:10: Message edited by: rjs87]

Subject: My new map called Hills
Posted by [Anonymous](#) on Sat, 12 Oct 2002 11:24:00 GMT
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no, its still pretty big. I would select all but the buildings and shrink it a bit. look at the size of the door on the obelisk, a soldier is about 1/3rd the size, then imagine him running across the map.its big.

Subject: My new map called Hills
Posted by [Anonymous](#) on Sat, 12 Oct 2002 11:27:00 GMT
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but that might make it fun. Battles in the hills may prove fun. Try to add lots of goodies and powerups outside the bases.and with this size map, tunnels may not be necessary.

Subject: My new map called Hills
Posted by [Anonymous](#) on Sat, 12 Oct 2002 12:11:00 GMT
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could be a fun map. Could.

Subject: My new map called Hills
Posted by [Anonymous](#) on Sat, 12 Oct 2002 14:08:00 GMT
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a minute isnt that long.....it took 15 minutes to travel between bases on my first map.....now that's a long wait.The map looks fine.....dont let other peoples opinions sway your judgement too much rjs87.....it's your map....work with it and see how it plays.....get the map up and running and do some test runs and see how it goes.You cant expect people to give you accurate judgements when they have never played the map.....they cant tell by the gmax rendering how big it is actually going to be....especially if they dont have a renegade building in the pic to judge the scale by.And if they still think that second rendering is too big then they definately dont know what big really is.....your map is about 1/20 the size of my first published map.....i didnt have too many complaints other than it being obnoxiously large.....the map takes up approximately 10 miles by 10 miles.....that's 100 square miles of playing ground.....i dont think your map is too big.....i think people are thinking too small.But then again i always liked the bigger maps when i was playing Tiberian sun.....more strategy and less rushing.Eric.

Subject: My new map called Hills
Posted by [Anonymous](#) on Sun, 13 Oct 2002 00:05:00 GMT
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It takes about a minute to walk across the field.

Subject: My new map called Hills
Posted by [Anonymous](#) on Sun, 13 Oct 2002 08:48:00 GMT
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I think map size is OK, just needs more detail on it
