
Subject: What do you think of this
Posted by [mike9292](#) on Fri, 28 Feb 2003 01:41:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

my best map i made tell me if it sucks or if its good
<http://n00bstories.com/image.view.php?id=1289025542>

Subject: What do you think of this
Posted by [OrcaPilot26](#) on Fri, 28 Feb 2003 01:53:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

You should blend the rock and grass textures.

Subject: What do you think of this
Posted by [Griever92](#) on Fri, 28 Feb 2003 03:10:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'll have to agree with orca, other than that that looks worth playing

Subject: What do you think of this
Posted by [General Havoc](#) on Fri, 28 Feb 2003 17:23:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Where did you get the sniper towers from? I have been looking for them but i didn't know where they were. I don't actually remember why i needed them now but i'm sure it was something useful. Anyway, got any more screenies of the map from different angles/views? It looks like it is good.

Subject: What do you think of this
Posted by [Vegito](#) on Fri, 28 Feb 2003 17:51:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cant tell much from that pic and I don't know anything about making a map. But it looks ok to me. The grass looks a little flat though. Maybe a little slope or something should be added.

Subject: What do you think of this
Posted by [mike9292](#) on Fri, 28 Feb 2003 20:50:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

there is a slope in the middle but u can't see it from that angle the towers are in the westwoods buildings pack <ftp://ftp.westwood.com/pub/renegade/tools/BUILDINGS.ZIP> and i will fix the picture

Subject: Looks good
Posted by [Captkurt](#) on Sat, 01 Mar 2003 03:09:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

I guess what was said about blending the textures together wouldn't hurt, but I should do that on my maps, as well, but didn't. Looks interesting

Subject: What do you think of this
Posted by [Doitle](#) on Sat, 01 Mar 2003 04:29:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

It looks pretty good. It looks simple but that may be to the map's advantage. You can have insanely complex and interesting, and uniform yet strategic. If both sides are equal you need a different strategy to win than head on attacking.

Subject: What do you think of this
Posted by [mike9292](#) on Sat, 01 Mar 2003 04:34:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

u can walk on some parts of mountain but u cant walk off

Subject: What do you think of this
Posted by [scrinstorm](#) on Sat, 01 Mar 2003 06:36:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Is this map symmetrical?
