Subject: C&C Sand preview images
Posted by Anonymous on Fri, 31 Jan 2003 09:48:00 GMT
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quote:Originally posted by DeafWasp:that map looks like crap. it is very simmilar to gobi with the bases and distances and stuff. And has the same tib feild layout as canyon.Except it is a lot simpler and less detailed than any of those maps and does not look like worth playing, as is.I bet your just doing this map just to get another WS map out there. Nothing exiting.BTW, when will skatepark be done! I want it!No, young one, the map looks fine... The design is basic as it was intended to be. I began work on the map yesterday, do you believe it will look amazing in a single day?As for you, Sir Ass... Point fingers at your vehicles. "Wow, I can make vehicles that are unskinned! Amazing!" Where are your maps? Haven't seen you do any...The funny thing here is that you're basing your assumptions off of three editor screenshots. You haven't seen the tunnels, nor have you totally seen the bases.Unless it escapes your comprehension, the bases are made of two structures, an infantry structure and a Tiberium Refinery. The map cannot be too large, or you morons would complain about size in an infantry-only map.   So yes, DeafWasp... I was given these maps to finish, and that's what I plan on doing. With the amount of *****ing you people give when something doesn't go your way, I'm amazed that anyone, even myself, actually takes the time to do this for you.