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Subject: Just a thought

Posted by [flyingfox](#) on Thu, 08 Jul 2004 18:59:26 GMT

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There aren't enough tactics to "escape" on some levels -- that's the whole point. I agree that messing around with any level, especially one that has been in use for a long time, is running the risk of ruining it. But it could also make the level better for everyone, and make people more inclined to play.

As far as glacier goes, I'd say that's a model level bar the FPS issues. Using the tunnels and other routes, you can actually perform proper flanks instead of having to constantly run at vehicles and get slaughtered every time. It allows you to put each unit's strengths to a higher level. For example, on Field, often if you try flanking field vehicles someone will be hanging around in the tunnel doing nothing productive except killing people. Or, some sniper will be in the field, all too glad to pick you off. Or another vehicle might even spot you. It's usually really difficult because if you even make it to the waterfall, you have to navigate around the side nearest the enemy base where someone could easily be coming out of. Not only that, the journey down from the waterfall is very thin and doesn't serve as any protection.

In glacier, that doesn't happen so often; as you have more freedom in where you can go. I'd like a level like field to have just that, instead of being forced to die over and over and over no matter what approach you take.

If the .lvl files for the official levels are still available somewhere, I'll mess around with them a bit and maybe show you what I mean in more detail. That is, if I can learn how to make spaces in tunnels.. :oops:

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