
Subject: Well, here's CaptKurt1's "Glacier AI" map - RIPOFF
Posted by [Aircraftkiller](#) on Wed, 16 Apr 2003 22:18:44 GMT
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<http://www.n00bstories.com/image.gallery.php?folder=185>

The ONLY thing he did to my map was take some DSAPO stuff out and put in heightfield snowdrifts.

HOW CAN YOU HAVE SNOW IN PLACES WHERE IT DOESN'T HAVE SNOW FALLING?

HOW CAN YOU CALL THAT MAP HIS WHEN IT'S OBVIOUSLY GLACIER FLYING, RENAMED, WITH CRAPPY FPS IN A ONE PLAYER GAME! LOOK AT THE FPS, IT HITS 14 AND GOES BELOW.
