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Subject: Re: C&C\_Flooded

Posted by [JeepRubi](#) on Thu, 22 Sep 2005 12:28:15 GMT

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Joseph Collins wrote on Wed, 21 September 2005 21:05 Your map sucks!!

. . . is what I would say if it did. But it doesn't. No, this map, simple in concept, is pretty spiffy, but it's not without its bugs. Check it. . .

Okay. First of all, there seems to be a strip of land West of the Nod Airstrip is apparently elevated up. To the end of the Hand of Nod, the player flatly walks on top of the water, instead of splish-splashing about ankle-deep. I first noticed this because when I bought a Buggy, the Buggy didn't wanna sink. (Don't worry, though. The rest of the water, as far as I know, is fine, except for something I'll get to in a minute.)

You also somehow put a Spawn Spot in the Tiberium Refinery. Specifically, in the wall that has a Purchase Terminal to the North and the Master Control Terminal to the East. There's absolutely no way out other than to suicide.

Speaking of which, I don't know if this was done on purpose or not, but both Tiberium Refineries can be climbed upon on the side with a 45° slant. This isn't possible in most other maps.

Timed C4, Remote C4, and Proximity C4 stick to the surface of the water as opposed to under it. They also leave scorch marks on the water when they explode. While funny, I'm certain that isn't what you were going for. Or maybe it was, considering how hard it would be to see sunken Remote C4. . .

You didn't put Razor Wire on the sandbags in front of the GDI Infantry Barracks. Players can climb around on the sandbags if they want.

And finally, the water is just too damned bright inside and out. Where's the shading? The water should be slightly darker.

Wait, one more. No flying vehicles? This map is large enough to there flying vehicles would be awesome. Especially in that mesa in the middle with the two highly claustrophobia-inducing tunnels.

Edit: Sorry, forgot to mention. Grenades bounce off the surface of the water if you shoot them close enough to yourself. (Like they would on dry land.)

Just figured you should know. It's a pretty awesome map, otherwise. I dig it.

with the water thing i made its so the projectiles contact the water instead of passing thru it so that bullets make a splash but there is no way that i know of to make other things to pass thru it. Just pretend the mines are floating. And for the elavated area west of the strip its actually the airstrip that your walking on but not touching the part under the water were it makes the splash sound so i dont know what i can do about that.

Ill get to fixing the bugs once im done school.

oh and for the flying thing, if someone could tell me how to make invisible walls i could do it.

thanks for telling me were the bugs were.

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