
Subject: Re: c&c_dont_fall.mix

Posted by [Daze](#) on Sat, 12 Nov 2005 13:31:18 GMT

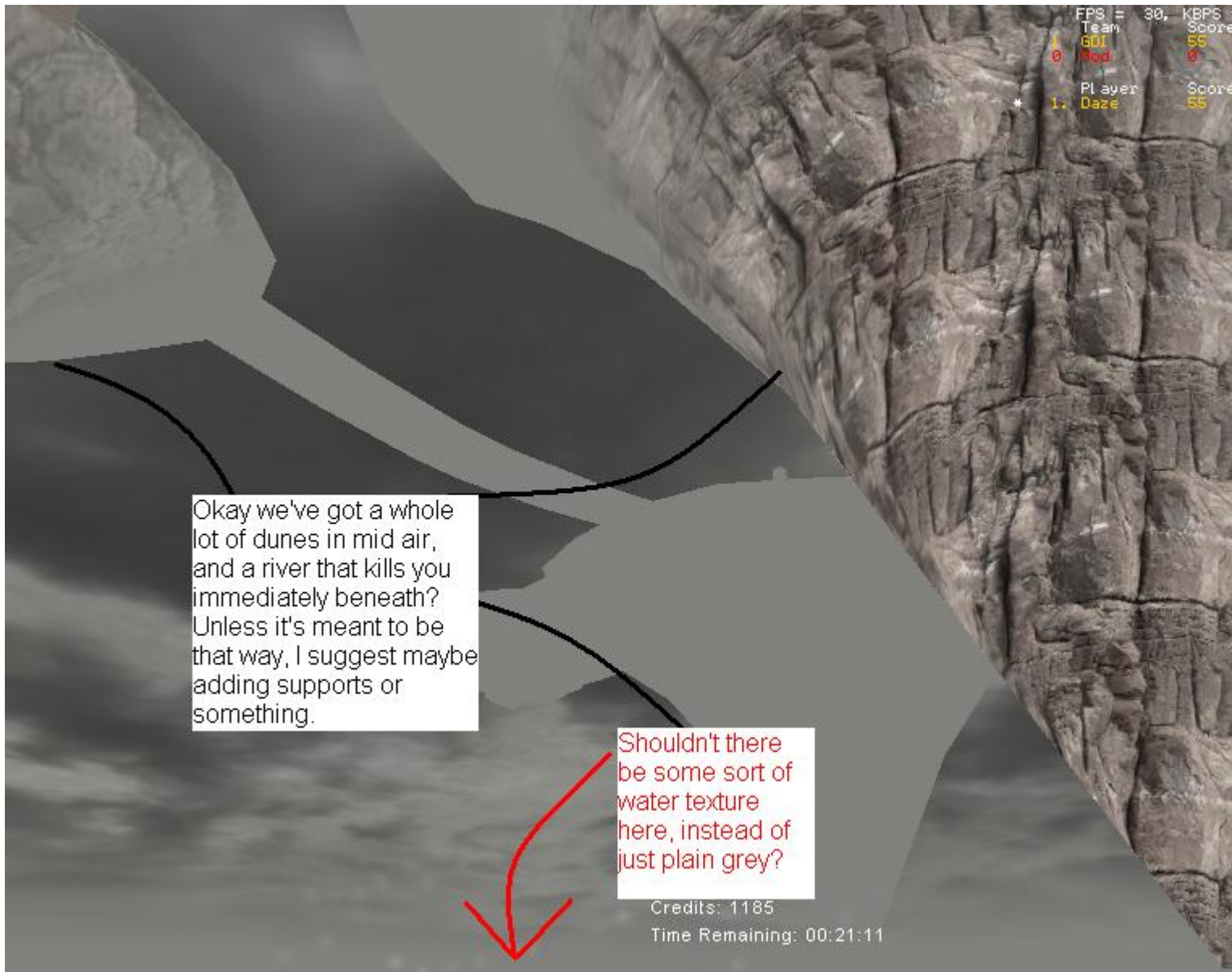
[View Forum Message](#) <> [Reply to Message](#)

Overall it's a pretty good map. I played around in it for a quite a while by myself just to pinpoint some of the bugs and areas that could be improved. I think its a great concept for a map though, so GJ.

Two things I forgot to mention in the SS below are - maybe since we've got a gloomy sky in the map, you could add some effects such as rain and lightning, like the stuff from the second SP mission (Rescue and Retribution).

File Attachments

1) [Don'tfall_crits.JPG](#), downloaded 306 times



2) [Don'tfall_crits \(2\).JPG](#), downloaded 304 times



3) [Don'tfall_crits \(3\).JPG](#), downloaded 304 times



4) [Don'tfall_crits \(4\).JPG](#), downloaded 297 times



It's almost impossible to cross the bridge there since you already get the AGT. It's kinda unbalanced since when I was GDI, the Obelisk attack me when I was in the same place.

Just wanna reiterate about seeing better water down there. Plus maybe some supports beneath the bridge would be good too?

Good idea for stopping B2B. :thumbsup:

Yup, more texture stretching here.