
Subject: Re: c&c_dont_fall.mix

Posted by Deleted_ on Sat, 12 Nov 2005 13:31:18 GMT

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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 764 times



Okay we've got a whole lot of dunes in mid air, and a river that kills you immediately beneath? Unless it's meant to be that way, I suggest maybe adding supports or something.

Shouldn't there be some sort of water texture here, instead of just plain grey?

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2) [Don'tfall_crits \(2\).JPG](#), downloaded 758 times



3) [Don'tfall_crits \(3\).JPG](#), downloaded 748 times



4) [Don'tfall_crits \(4\).JPG](#), downloaded 749 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.