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Subject: Re: C&C\_Tiberium\_Wasteland ( LOOK ITS BETTER)

Posted by [Ma1kel](#) on Sun, 27 Nov 2005 19:08:15 GMT

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Hhmm, I'm currently testing it and I think that it needs to be more edited before it's done.

Bugs & suggestions:

Fix the GDI Recon Bike PT skin, if I'm right there is a pack released that got a GDI themed Recon Bike PT skin.

Fix the fact that Nod has 2 Recon Bikes.

Add the yellow C&C Crates (didn't see any of them).

Make the map smaller, even for 16 VS 16 games it would still be huge. This gives Nod a Stealth Tank rush advantage (WW maps are fun because they aren't big).

Make the Tiberium Field where the Harvesters go to be closer to the 2 bases.

Make the terrain next to the bases hillier. (Just like you did left from Nod's base).

Add some blockers to prevent falling of the map when drive up the hills.

Add some more terrain objects like trees walls etc, maps with more terrain objects play better and are more fun (field.mix and Under.mix) for example.

This are just some bugs/suggestions, it's up with you what you do with them. But I must say it's a excellent map in terms of layout.

EDIT: Make it way smaller, you can easily get next to GDI's base without the AGT shooting you, then you can get behind the Weapons Factory with only the GT shooting you.

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