
Subject: Re: Gateshead Re-release

Posted by [Veyrdite](#) on Fri, 09 Feb 2007 06:03:43 GMT

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Quote: Tho, F8 + edit = Fast speeds on buggy. ;-D
what do you mean by edit? alt or somethin?

map is to simple and blank. need more objects, large rocks, ruins, thick plants etc round the map.
maybe a dsapo walls placed at the gdi base entrance.

also, if it was held on a small server, a nobby could be a ravshaw and shred a gdi whenever he
spawns.

any chance we could move the gunboats a little closer so it can be repaired with a hottie? engie
would be too close though.

empty vehicle spwrns in both bases to cover ground quicker at the beggining of game would also
make it less boring.
