
Subject: Re: map size

Posted by [kawolsky](#) on Sun, 06 Jul 2003 14:56:21 GMT

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A-DawGwhy don't people make big maps? C&C Gigantowatever was a little small...C&C Afghanistan was a little too big.. why doesnt anyone make big maps? you look at a Renegade map, then you look at a BF 42 map.. theres a big difference between sizes.

couldn't you have just PMed people like ACK and ask them in stead of using space in the forum with a topic people don't really care about?
and its probably because it will take a long time to make and a long time to find the enemies base.
