Subject: Re: Server Side Death Match
Posted by reborn on Thu, 21 Feb 2008 15:00:10 GMT

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renalpha wrote on Thu, 21 February 2008 09:45when you made this for renz0r the gameplay kinda sucked,
i would recommend this for mission maps to be honest.

the multiplayer maps are just way too big for this type

The one I made for renz0r didn't actually work properly and had major bugs in it.
But yes, granted.. If you are playing this on a large map with only two people it would become tiresome. But I guess the same can be said for most other modes too.