
Subject: new renegade map by Xpontius
Posted by [xpontius](#) on Thu, 24 Jul 2003 03:37:40 GMT
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Hmm ok your opinion is heard. I was kinda liking the "Go towards the light" thingy lol ok... But I still dont know about the defenses. I might move the tree away from the AGT so it has a clearer shot in more places. In an apc its just as easy to get in the air tower as it is wf and both infantry on each side will be hit by defenses if they just walked up to weapons.

*Edit- Could anybody tell me exactly what to do to GDI gun towers? I figured I'd add 1 or 2 by the GDI entrance but ive had bad past experiences with them. They were kinda dumb and only shot you if you were in certain places.
