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Subject: Best mod map?

Posted by [boma57](#) on Tue, 05 Aug 2003 18:54:25 GMT

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AircraftkillerEh, not really. The graphics are pretty dull by today's standards, and he didn't do nearly enough to it.

The graphics were dull by today's standards only because Renegade's are.

It was compact, unlike many of the maps that have wide, boring stretches of land where the designer couldn't think of anything to fill the space.

The lighting was good, and the only problem I remember was the Tiberium fields being entirely too small, and not damaging infantry.

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