
Subject: C&C_Savannas Announced!

Posted by [Spike](#) on Tue, 19 Aug 2003 17:06:21 GMT

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We do not mind helpfull criticism, actually we like it as it helps improve our maps from more than one perspective, but some is helpfull and some isnt.

Helpfull

Dantesuggestion:

that map fits perfectly with that TS lighting scheme that you see in bunkers, reborn, and a few other maps, i would suggest trying it out, and see how the level pans out, personally, i think it would fit in great with this layout/texture scheme.

Not Helpfull

AircraftkillerThat level has a lot further to go before I'd label it as anything screenshot worthy. It looks about a step ahead of the levels released in October of 2002. Nothing new or different about it.

So please do not post if its not helpfull but feel free to point out problems or suggestions (Although we wont say no to and "Good work!" either)Thank you.
