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Subject: C&C Snow and C&C Mars up for download.  
Posted by [Aircraftkiller](#) on Wed, 20 Aug 2003 01:50:17 GMT  
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Taximes1. The terrain textures on C&C\_Mars are too repetative.

Of course. Look at something from the soldier's point of view and it isn't too repetitive. Horrible tiling is when you have a UVW map across a level that's just too large and makes you feel like you're in that "Honey, I Shrunk the Kids" movie.

Quote:2. A large majority of the terrain on C&C\_Mars is too flat. Even if the real Mars may have large areas that are flat, it's not aesthetically pleasing as a level. I could model some plains from Kansas and make them accurate, but it would be horrible as a graphically satisfying level. Make the map accurate, but accurate to a more interesting part of Mars.

No, you're looking at graphics only. I'm looking at both graphics and gameplay. There's three main routes to get to each base - you go through the center, which is relatively flat, through the right side by the Advanced Communications Center, which is lower and provides infantry cover, or you go to the left side, which is the high-ground and provides a large area to hide as you traverse the level to the enemy base.

That image you provided is an inaccessible area, and it's rather pointless to give it a lot of detail. The polygon count already exceeded 20,000 and I'd rather keep it around 20,000-21,000.

Quote:3. The real terrain of Mars is sandy with rocks, not rocky with sand. Your base texture is a rock, and you've only got small patches of sand. Obviously it's understandable not being able to include accurate amounts of rock, but you should have made the terrain accurately sandy.

Not everything in Mars is sandy with rocks. The terrain texture itself isn't really rock, but more along the lines of hard dirt. There's a lot of sand areas, soft impact cracked sand, and other assorted areas.

Quote:3. There's a missing texture in the GDI Communications Center.

I'm almost positive that was fixed considering the texture is in there.

Quote:4. The tunnels in Mars are too boring to walk through with infantry, it takes over twice as long to get to the base through the tunnels rather than above ground. Allow vehicles in them.

If vehicles go in them, it kills the purpose of having an infantry only area, you know. While it may take longer to traverse the level through the caverns, there is no danger from vehicles and there are also weapon spawners below ground.

Quote:4. You can tunnel beacon the GDI War Factory into yellow health on Snow.

Not fixing it because beacons are supposed to have a damage radius. We all know this.

Quote:5. This one speaks for itself.

I don't see anything wrong with it.

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