
Subject: C&C Snow and C&C Mars up for download.
Posted by [Infinint](#) on Wed, 20 Aug 2003 21:06:59 GMT

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im not saying this is a bad map im just saying its not worthy of the name mars. first of all you can jump that high even if there is only 1/3 the gravity of earth. also the are only small patches a 5 or 6 rocks every once and a while when really the ground should be covered in rocks:

this panoramic taken by the path finder landing craft is about 5 ft off the ground showing thhat rocks are spaced about 1 foot to 2 feet apart and are rangeing from 6 to 1 foot tall, with a few bolders here and there. the textureing looks repetitive from the solders point of veiw when there looking down into the canyons, that can be fixed very easly. also the textures dont blend well, you have patchs of just gray in the red mas dirt here and there which looks odd, and the textureing from the soldiers point of veiw on the ground also looks some what repetitive, which can also be fixed easly. also have you though about makeing the tunnels let vehicals into them like on C&C_canyon and have a part off to the side or tunnels that branch off that only solders can enter. this is just an sugestion, why dont you make a time limmit script for some of the infuntry becuse although mars air is breathalbe you cant last very long in it maybe only 20 minets.
