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Subject: Re: credit income

Posted by [Reaver11](#) on Fri, 27 May 2011 13:55:25 GMT

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EvilWhiteDragon wrote on Fri, 27 May 2011 02:17 Although the above map looks well designed, there is one fatal flaw. It is called size.

Yep that is the problem I found out with trying to make a map CNC like or to add all the missing westwood structure.

Even if the map is scalled down there's one other problem I have found out way worse then just the map size.

You can hide in practically any building which would require you to have at least a big team like 16 vs 16 and more mines and what nots. Something that is not gona do it for ren any more.

Though the map does show two refiniries + 2 harvs per team works!

I never got to a real test for the map due to ren beeing low on players.

I mean how often do you find a building not beeing defenced in say city flying or just empty?

Basically it is very logical some buildings got skipped and not beeing used it speeds up the gameplay and makes it more manageable. Though a building like a silo could be used more.

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