
Subject: Re: C&C_The_Canyon (Wip infantry map)
Posted by [Blazea58](#) on Thu, 13 Oct 2011 07:33:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote: If you don't want my help, it's fine to say that you don't need it.

I really don't mind the criticism, i guess i just didn't share the same views as you. I never really cared much about the theme of the maps in renegade as much as i did about the actual gameplay presented.

Quote: Like I said, I think most of this level you're building is great. I completely disagree on the way you've implemented these "tunnels" and I feel that you could do a lot more with them that would be visually interesting.

Well i just don't know how else i can make tunnels that are functional and also serve the sole purpose of brining people a very short distance without having to worry about creating a cave system. I just don't see it in this map, it was designed to be a small map, which has very short distances between bases, and "tunnels" which connect them together, i can't expect you to like the idea of these ones either, but i wanted something with that quick access to each base, without the need to use "caves".

Can't expect you to like this at all but what the hell i have lived on playing standard renegade maps for years, so i am very used to that overall theme.

I just don't know what else is going to be better, i didn't want any buildings that you can go into, or cave networks and complex design underneath.
