
Subject: Re: [MapPack]-4.0- server online
Posted by [Aircraftkiller](#) on Thu, 08 Mar 2012 01:10:22 GMT
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crazfulla wrote on Wed, 07 March 2012 03:46The only thing that matters is what the Jelly community thinks. If you don't like the maps on rotation, go play on st0rm. Oh wait, you can't!

PS Arctic was only my 2nd map, so shit is to be expected.

So, if their opinion is the only thing that matters... Why are you posting? You contradicted yourself several times. You say that what I write is irrelevant, but then you discuss it. You say that their opinions are the only ones that matter, but then you keep discussing mine. If my words hold no weight, then you have nothing to fear. After all, they're just words!

thomasemperor wrote on Wed, 07 March 2012 11:38But these maps don't have a fuckload of trees or strange vehicle, character or building adjustments.
I'd rather play Terrace than Fjords.

Back on topic.

Have a look at Country Side, Arid, Bio, Damm, Carnage Club, Tib Pit 3, Cairo, Ruins0x, Night0x, High Noon.

You're seriously trying to argue that having flat open land with no cover is good design? Have you played any game besides Renegade in the past 10 years? Maybe you should. You would see terrain that isn't barren. Terrain that gives soldiers the ability to hide without requiring a building to hide in, or a vehicle to hide behind. Terrain that gives you more options than being seen and shot from hundreds of meters away.

Your idea of "strange vehicle, structure and infantry" modifications is, well, strange. You are aware that this is a C&C game, and that the changes I developed are - get this - based on Command & Conquer? Do you have a problem with Command & Conquer?

crazfulla wrote on Wed, 07 March 2012 15:48
Or tunnels that give easy access into only one of the two bases.

That was true only in the early versions. FjordsTR fixed that particular issue. I'm going to go out on a limb and say that you didn't bother to try that, though.
