
Subject: Re: [MapPack]-4.0- server online
Posted by [thomasemperor](#) on Thu, 08 Mar 2012 18:39:40 GMT
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Aircraftkiller wrote on Thu, 08 March 2012 02:10

thomasemperor wrote on Wed, 07 March 2012 11:38 But 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.

I think I know exactly what you mean, big wide open maps can suck. But I haven't named any of those in my previous post. I didn't mention maps like Mars, GrasslandAssault or Country Meadow.

Now I'm not sure if you were referring to the map Terrace in the first place, but that map has a more various terrain model than those three maps combined together.
