
Subject: Re: C&C_Mediterranean *wip*

Posted by [zunnie](#) on Wed, 21 Mar 2012 02:42:33 GMT

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Don't add helipads unless you can find a way to make them work properly.

--- I found a way

DO NOT use pokable PTs to make them work, THEY WILL frustrate new players

--- That's exactly what I'm gonna do lol. The 4.0 AirFactory logic

--- can't be used on custom MAPS, only in MODS which have the

--- sidebar enabled, like TCW and APB.

--- I don't care if it "frustrates" new players, they'll learn

--- eventually...

and don't say README, because TT's resource manager does not transfer readmes.

--- I can include a readme in the mixfile itself, although

--- players will have to look it up in their

--- %appdata%\Renegade\Client\ttfs\files folder

The bridges could use more detail.

--- Bridges are fine I think

The water, is, too blue. Add transparency, and perhaps use a lighter shade of blue. And reduce the UVW mapping on them.

--- Water is also fine imho... It's because the distance to the

--- water is quite large it looks weird maybe..