
Subject: Re: Upcoming Map C&C_Air

Posted by [crazfulla](#) on Fri, 04 Jan 2013 23:44:51 GMT

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Mauler wrote on Fri, 04 January 2013 16:12crazfulla wrote on Fri, 04 January 2013 15:52Why do you put that same crappy boat - which I presume is a direct export from tib wars - in every map you make? Why not create something original? Also, give the name some thought. C&C Air, REALLY? That reeks of lame. Oh and FGS, put those images in a spoiler, I was wondering why I couldn't see the "post reply" button.

I still see your exported halo models, exported tiberium holes from C&C3, your exported C&C3 crate all sitting on our FTP

The relevance of this is? I had big ideas, but big ideas take time to develop. And time was something I had very little of. I do still have the terrain files somewhere...
