
Subject: C&C MinesTS is released

Posted by [Aircraftkiller](#) on Fri, 31 Oct 2003 18:27:36 GMT

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m1a1_abramsGreat map, much improved. I love the new building interiors from Golf Course because each building has it's own theme. The interior of the Refinery has furnaces and the Power Plant shows the power being generated... great stuff The GDI flag outside the Barracks is also a nice touch. I did wonder though, why the Barracks doesn't have any bunk beds like the Hand does in the bottom floor?

Thankfully, you can now get from one side of the mines to the other without having to go through the Tiberium. Speaking of tunnels however, I noticed that Nod can get inside the War Factory from any of the other GDI buildings, but there's only one way for GDI to get into the Airstrip. This seems a bit unfair to me, considering Nod already has the stealth advantage on maps without base defences. GDI can lon the strip from the tunnels

<http://www.angelfire.com/mech/challenger/ionstrip.gif> ...but I only managed to damage it by 25%, even though it was aimed at the center. I don't understand why you didn't put Guard Towers and Turrets on this map, because at least then Nod would have to destroy the Guard Towers before it could use Stealth Black Hands.

I was thinking about putting light defenses in, but that didn't last very long. The reason being: I had so many complaints about "hill b2b c4mporz r laem" that I figured I might as well leave all base defense out so the MRLS on the hill could be countered.

I didn't add another level to the Airstrip because it already has two, and it would lose its Lightscape rendering if I were to fuck around with it in Max and re-export it to W3D with an additional floor. The second floor is accessible via the elevator in the control tower. Plant a beacon up there and that Airstrip isn't going to be bringing in any more vehicles.

And it's not a War Factory, it's a Weapons Factory. Big difference there.
