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Subject: Thanks!!

Posted by [Cpo64](#) on Wed, 05 Nov 2003 05:39:16 GMT

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Well I had a quick boo, at this map...

Its intresting, and gameplay probaly would work be farly good...

Cuple of things I didn't like tho

This map has no indication (that I noticed) of where you are (Nod/GDI) I guess I could use the compass, but there are no other visual clues, and I found this frustrating.

And that texture that you see infront of the doors... :crazy: ...It scares me, I don't like it, lol.

This map reminds me alot of Doom 2 and Quake.

I was waiting for one of thoes pink demons do jump out at me, lol.

There was one mesh problem I found, someone forgot to weld a corner together somewhere  
The material useing the grey dirt (think its called 'harddirt' or something like that) doesn't have a surface type.

There are too many armor upgrades, and not enough standard health and armor pickups. I don't like the proxies that are everywhere eather, you can buy characters that have them, so why have them as pickups all over the place?

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