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Subject: Titan's maps suck

Posted by [msgtpain](#) on Mon, 24 Nov 2003 20:46:01 GMT

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Titan went through the same learning and perfection process that anyone else did, including Aircraftkiller.. As proof of that, please tell me how many servers are running Country Meadows or Eglin Airforce Base?

If I were to go create some application in C++, it would suck too; no one starts off perfect.

But at The Pits, we're currently running Terrace, and another Map named Tobruk that quite a few people enjoy (as long as Nods harvester doesn't continually jack up on Tobruk) Some of Titan's early stuff was more of a trial and error phase, just as any other beginning maps that are out there; but he's come a long way, and I hope that we can run more of his maps in the future on our server. They can really only get better.

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