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Subject: Titan's maps vs ACK's maps (split off)

Posted by [Weirdo](#) on Sun, 15 Feb 2004 12:02:41 GMT

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sniper12345Aircraftkiller

Guess what, though? The weapon, health, and armor spawners have nothing to do with me. I didn't place them. I've stated this before. NeoSaber did - he doesn't have much experience with multiplayer deathmatch. With that said, it's being fixed for the 0.993 patch, along with additional deathmatch levels.

So you mean the little hills, water, bushes and general layout have no effect on gameplay?

And who made them?

He made the terrain yes. But could you please explain at what points the terrain on that map effect's the gamplay in a bad way. The only thing it misses is a goal.

I like DMIsles personally, and although some vis errors, who don't effect the gameplay, I don't see anything wrong.

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