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

Posted by [Gizbotvas](#) on Fri, 20 Feb 2004 17:32:45 GMT

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Quote:1. It's open, with no cover.

Well, I dont agree with you, but even if I did, I can name several maps YOU designed with the same flaw. \*cough\* Elgin \*cough\*

Quote:2. You can go underneath the fake "water" and stay down there without taking any damage, without even having some kind of effect to show that you're underwater.

You're right, it's completely unrealistic. unlike the Invisibile units the game came equipped with.

Quote:3. When was the last time you saw 2 foot high hills all over the place, by an ocean, made of completely smooth dirt?

LOL. When was the last time you saw a patch of Tiberium? I don't understand... are your complaints that Titan's maps don't reflect real life geography?

Quote:4. The spawns don't work right half the time because you're not getting enough credits from them, and the teleporting ones are extremely hard to see.

I haven't experienced that in the Pits... are you sure it's not just your computer or your video card?

Quote:5. Who wants to purchase an automatic rifle? Why get one when any character, besides the basic soldiers, has a better weapon?

I bought em twice when I was about out of cash.

Quote:6. Why even play for KOTH when it's just a large deathmatch with a different name?

You're right. After all, YOU'D never design a DM map. (Except Flight Deck and Medical Level that is.)

--So what are you're REAL complaints? That another mapmaker is getting recognition and play, that someone you dislike is getting positive attention where you wish they wouldn't, or maybe you just need an outlet for your anger?

Your constant negativity and insults have become tiresome. I remember when I first arrived in these forums, I used to defend you against the onslaught of bad vibes coming your way... I see now that you actually enjoy the conflict. There is no other possible reason for you to be so confrontational when it is clearly uncalled for.

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