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Subject: UNServ Mod Maps (updated)

Posted by [Aircraftkiller](#) on Sat, 22 Mar 2003 02:30:59 GMT

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Yet you haven't produced a reason why.

It's "Hey, I like this map." without any reason whatsoever.

It's like telling me "Yeah, all the time you put into your work to make sure it's as bug free as possible is worthless. These other mediocre, shitty ass maps are better because I like them, but I don't know why."

I gave more than one minor bug. Fortress has lots of major bugs. It looks like shit. It plays like shit. You can walk on the flight ceiling. If you fly too high and your aircraft blows up, you end up on the flight ceiling, walking around. You can fly off the map. You can fly into the tunnels. You can get stuck in many different places in the map. You can easily get your computer restarted by driving into the physical Tiberium crystals. The Obelisk is a foot off the ground and requires being jumped into.

:rolleyes:

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