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Subject: What makes a map great? (MK1)  
Posted by [Anonymous](#) on Sat, 02 Nov 2002 21:22:00 GMT  
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Let's discuss the points that make a map great. here are the obvious points: Good Design, for low lag and for a great atmosphere. Function, how much strategy can be used? Sniping? Tank war? And my favorite, the overall design; textures, design, replay value and beauty. I think one of the most important parts of making a map starts before you hit the pc. Draw it out. 2 vehicle entry points? any sneak points? Vulnerable to long range weapons? will it have room for tank battles and enough cover for sniper wars? And finally, is there at least 1 thing you can exploit against your enemy, like a far harvesting route? What are your thoughts?

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Subject: What makes a map great? (MK1)  
Posted by [Anonymous](#) on Sun, 03 Nov 2002 01:04:00 GMT  
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Any ideas what happened to it? That was the best place to host my files.

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Subject: What makes a map great? (MK1)  
Posted by [Anonymous](#) on Sun, 03 Nov 2002 04:01:00 GMT  
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I asked too. No answer.

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Subject: What makes a map great? (MK1)  
Posted by [Anonymous](#) on Sun, 03 Nov 2002 05:59:00 GMT  
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same here, i just use this site which is n00bstories to host my stuff now, btw, i am makin a site, but its under construction at the moment

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Subject: What makes a map great? (MK1)  
Posted by [Anonymous](#) on Sun, 03 Nov 2002 14:53:00 GMT  
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it looks like what kdsnex said might happen, happened..for those of you dedicated members of the board, i will try to do what i can to get it back up and running without losing posts etc...

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Subject: What makes a map great? (MK1)  
Posted by [Anonymous](#) on Mon, 04 Nov 2002 16:46:00 GMT

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quote:Originally posted by Dante:it looks like what kdsnex said might happen, happened..for those of you dedicated members of the board, i will try to do what i can to get it back up and running without losing posts etc...What did Kdsnex say?

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