
Subject: Size of map

Posted by [Anonymous](#) on Wed, 01 Jan 2003 13:17:00 GMT

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How big should a normal map be? (For example, how big is C&C_Under?) 200x200? 400x400? More? Less? [January 01, 2003, 13:17: Message edited by: maytridy]

Subject: Size of map

Posted by [Anonymous](#) on Wed, 01 Jan 2003 13:23:00 GMT

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400x450??? not sure...

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Posted by [Anonymous](#) on Wed, 01 Jan 2003 14:19:00 GMT

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C&C_Hourglass is roughly 500x250. The size isnt very important. The accesibility that matters more. Some maps are small but will require a long time to reach the enemy base because you cant take a direct path.

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Posted by [Anonymous](#) on Wed, 01 Jan 2003 14:28:00 GMT

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Depends on what type of map.. Dm or CnC mode? Deathmatches you want it so its easy to find others, while CnC you want it spaced out.

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Posted by [Anonymous](#) on Wed, 01 Jan 2003 15:20:00 GMT

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just make sure it doesnt take ages to get to the enemy on foot. because it will suck balls when your warfactory is destroyed and it takes 5 mins just to get to the enemy base, and somehow your killed. so you have to start allllll over again. A good map shouldnt be larger than any of the westwood maps.

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Posted by [Anonymous](#) on Wed, 01 Jan 2003 22:07:00 GMT

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Rightyo, Under is a good map to scale it by, because then it has room for some tank action (the field), sniper spots (that hill thing), and any sort of tunnel configuration (which actually can go anywhere). Be creative with the protocol and it'll turn out playable

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Posted by [Anonymous](#) on Wed, 01 Jan 2003 22:21:00 GMT

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