Subject: C&C_CTF_Forest_Forts
Posted by Anonymous on Fri, 24 Jan 2003 20:20:00 GMT
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It has some teleport scripts, and I'm still working on getting the AI to follow their waypoints. But this is acouple days worth of work, not much, but I just wanted some suggestions on to make it better, or some comments so far... http://www.n00bstories.com/image.fetch.php?id=14 68230032 http://www.n00bstories.com/image.fetch.php?id=17 67324661 http://www.n00bstories.com/image.fetch.php?id=17 63250233 http://www.n00bstories.com/image.fetch.php?id=14 17216982 Flame me to death as you please...just, leave a suggestion or comment

Subject: C&C_CTF_Forest_Forts
Posted by Anonymous on Fri, 24 Jan 2003 20:41:00 GMT
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need a tester, gimme a PM.

Subject: C&C_CTF_Forest_Forts
Posted by Anonymous on Fri, 24 Jan 2003 22:10:00 GMT
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It's a small, but good map. After that test with you, I think you should increase the capture limit to 20 at least. That will compensate for the small map. Good work!