Subject: ACC or CY?
Posted by Anonymous on Sun, 26 Jan 2003 07:41:00 GMT
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I had a topic up yesterday but I deleted it due to the fact that I might be totalling revamping the map.Well, which would be better for a beach landing map with GDI on the defense?An Advanced Communications Center, or a Construction Yard?I had added ramps onto the Construction Yard that I had, but I'd do it for the ACC, too.

Subject: ACC or CY?
Posted by Anonymous on Sun, 26 Jan 2003 08:18:00 GMT
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conyard

Subject: ACC or CY?
Posted by Anonymous on Sun, 26 Jan 2003 08:25:00 GMT
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The thing with the Con Yard was that it was too big, so I attempted to make it look like it was delved into the hill, which didn't look so hot

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Subject: ACC or CY?
Posted by Anonymous on Sun, 26 Jan 2003 09:05:00 GMT
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ACC

Subject: ACC or CY?
Posted by Anonymous on Sun, 26 Jan 2003 13:27:00 GMT
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yea.. power plant sounds the best..

Subject: ACC or CY?
Posted by Anonymous on Sun, 26 Jan 2003 17:32:00 GMT
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comms center

Subject: ACC or CY?
Posted by Anonymous on Sun, 26 Jan 2003 17:42:00 GMT
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try con yard

Subject: ACC or CY?
Posted by Anonymous on Sun, 26 Jan 2003 17:49:00 GMT
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Comm Center: 2Con Yard: 2Power Plant: 1What about mutant lab?

Subject: ACC or CY?
Posted by Anonymous on Sun, 26 Jan 2003 18:30:00 GMT
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Construction yard.Make it useful though, not just for show.

Subject: ACC or CY?
Posted by Anonymous on Sun, 26 Jan 2003 18:33:00 GMT
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How could I make it useful?I didn't say it in this thread, but it's not a C&C mode map.It's either going to be assault or deathmatch.