
Subject: More detailed building please!!

Posted by [Anonymous](#) on Fri, 22 Mar 2002 18:35:00 GMT

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After comparing the Multiplayer to the campaign buildings there is a huge difference. Why are the buildings way less detailed in Multiplayer than the Campaigns?? Take the Hand of Nod for instance, the campaign one has the 2 lifts that go to the top and under the hand of nod as well as a more detailed infrastructure (The ramp down and through that room to the MCT) while the Multiplayer one is just one big boring room with a ramp in the middle!! If there isn't a valid reason why the Multiplayer buildings can be more detailed then please could u make the buildings more detailed Westwood??

Subject: More detailed building please!!

Posted by [Anonymous](#) on Fri, 22 Mar 2002 18:45:00 GMT

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I think one of the full buildings wouldn't slow the game much for each team. They'd be good for objective maps. I've been partial to wanting the multiplayer maps to be fixed and have the outer elevator lifts put in as well as the inner ones for AS/WF. There is no excuse for not having them on the buildings in MP. Ramps just make the map cluttered and ugly.

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Posted by [Anonymous](#) on Fri, 22 Mar 2002 19:53:00 GMT

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They made the buildings smaller il'm guessing to try and make the game faster and less laggy. The buildings on the outside are exactly the same as the ones in SP. It's just that they are much smaller. And because they are smaller, the inside can't be as intricate as the ones in SP. I do think however that it could be fun rushing a base and having a small assault team escort a hotwire on the long trip down to the MCT. But on the other hand, imagine how the elevators would affect the game. I can imagine all kinds of fights going on over people elevator hogging, etc., etc.,...

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Posted by [Anonymous](#) on Fri, 22 Mar 2002 22:20:00 GMT

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Shoulda cause lag... Because lag would be caused by what polys you can see... So when inside there aren't many polys, the outside isn't visible.

Subject: More detailed building please!!

Posted by [Anonymous](#) on Sat, 23 Mar 2002 07:55:00 GMT

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lets say, if the pedestal was really deep inside the HON, it would take engys 30 secs to even get there, no fun in mp

Subject: More detailed building please!!

Posted by [Anonymous](#) on Sat, 23 Mar 2002 16:54:00 GMT

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Having huge buildings would make MP hell. And I don't mean lag. At least for the europeans, all european servers are on show friendly. Imagine looking for a beacon like that. Or trying to keep the base alive.No they had a very good reason too make the buildings the way they are, fast paced fun.

Subject: More detailed building please!!

Posted by [Anonymous](#) on Sat, 23 Mar 2002 17:09:00 GMT

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of course if there was a Death Match game a detailed building like in SP would seriously rule.
