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Subject: C&C\_CTF\_CY - Released

Posted by [Beanyhead](#) on Wed, 26 Mar 2003 02:26:16 GMT

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Map Name: CTFCY.mix

Time of Day: Early Morning, around when the sun should be coming up in a hour or so.

Here's some screenshots, I really put my heart into this map so I hope you like it. We've beta tested for about 2 days straight on a public server, so I believe that any bugs that were in it are now out.

<http://www.cnchq.com/CTFCY%20Screens/screen1.jpg>

<http://www.cnchq.com/CTFCY%20Screens/screen2.jpg>

<http://www.cnchq.com/CTFCY%20Screens/screen3.jpg>

<http://www.cnchq.com/CTFCY%20Screens/screen4.jpg>

<http://www.cnchq.com/CTFCY%20Screens/screen5.jpg>

<http://www.cnchq.com/CTFCY%20Screens/screen6.jpg>

<http://www.cnchq.com/CTFCY%20Screens/screen7.jpg>

<http://www.cnchq.com/CTFCY%20Screens/screen8.jpg>

<http://www.cnchq.com/CTFCY%20Screens/screen9.jpg>

<http://www.cnchq.com/CTFCY%20Screens/screen10.jpg>

You can download this map at: <http://www.cnchq.com/CTFCY.zip>

I hope that you like it, I had a fun time making it.

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Subject: C&C\_CTF\_CY - Released

Posted by [Aircraftkiller](#) on Wed, 26 Mar 2003 02:37:43 GMT

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What's the point of an outside area if the pedestals are both inside?

Why did you put in like 900 trees (Ala AllGusto maps) in a single area?

I'd just like to know... The first makes no sense, and the second is very redundant.

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Subject: C&C\_CTF\_CY - Released

Posted by [Beanyhead](#) on Wed, 26 Mar 2003 02:38:58 GMT

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AircraftkillerWhat's the point of an outside area if the pedestals are both inside?

Why did you put in like 900 trees (Ala AllGusto maps) in a single area?

I'd just like to know... The first makes no sense, and the second is very redundant.

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Because the outside is home to all the good weapons, so you must go outside to get some things.

I tried to not put that many trees, it was supposed to be kinda like a forest.

Thanks for your suggestions though, I'll consider them next time I make another map

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Subject: C&C\_CTF\_CY - Released  
Posted by [Vegito](#) on Wed, 26 Mar 2003 03:03:53 GMT  
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Has better interior detail than DM conyard.

All in all not bad.

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Subject: C&C\_CTF\_CY - Released  
Posted by [Beanyhead](#) on Wed, 26 Mar 2003 03:04:41 GMT  
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Thanks

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Subject: C&C\_CTF\_CY - Released  
Posted by [Aircraftkiller](#) on Wed, 26 Mar 2003 03:29:05 GMT  
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I don't need detail inside of the Construction Yard. Besides, you complain about detail to begin with, then you want more...

Make up your mind and stop selectively applying standards, newbie.

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Subject: C&C\_CTF\_CY - Released  
Posted by [maj.boredom](#) on Wed, 26 Mar 2003 16:15:12 GMT  
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Hey, this does look pretty cool.

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Subject: C&C\_CTF\_CY - Released  
Posted by [Beanyhead](#) on Wed, 26 Mar 2003 20:22:16 GMT

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FGS people, thanks for spamming up a perfectly good thread, if you two want to flame each other, make your own thread... This WAS about giving comments about MY map.

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Subject: C&C\_CTF\_CY - Released  
Posted by [Vegito](#) on Wed, 26 Mar 2003 20:30:39 GMT  
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I did give comments on your map.

But just like anyone else who releases a map ack had to start flaming. :rolleyes:

Sorry that it happened to you but you should have expected it man.

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Subject: C&C\_CTF\_CY - Released  
Posted by [Beanyhead](#) on Wed, 26 Mar 2003 20:33:55 GMT  
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Vegitol did give comments on your map.

But just like anyone else who releases a map ack had to start flaming. :rolleyes:

Sorry that it happened to you but you should have expected it man.

I didn't take his post as flaming, to me, he was just giving suggestions, and suggestions are always well appreciated.

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Subject: C&C\_CTF\_CY - Released  
Posted by [Vegito](#) on Wed, 26 Mar 2003 20:37:02 GMT  
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No not you.  
I was referring to this.

Quote:flame each other, make your own thread

Thats the flaming he started in this thread.The two you refered to.

Which is hurting your map release thread just as much as if he were to flame you.

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Subject: C&C\_CTF\_CY - Released

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Posted by [Duke of Nukes](#) on Wed, 26 Mar 2003 21:27:51 GMT

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well then shut up vegito. If you think you're so much better...then be a bigger man and leave it be

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