Subject: CP2 Map Idea
Posted by zunnie on Sat, 22 Jan 2005 14:06:31 GMT
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Nightma12jonwilMore flying maps would be good.

Walls_Reloaded? (the latest version, (v3.1) not the old crappy v2.0!)

http://www.all-out.co.uk/downloads/C&C_Walls_Reloaded.zip

Testing it now Will put it on FanMaps servers probably soon

"-Trans helis are now invulnerable to snipers and now cost 900"
Hm. not too happy about that, would have been better if you rebalanced
the health/armor. Say:
300HP CnCVehlight Skin, and 50HP CnCVehMedium Shield.

I done this serverside on most of the maps that are in rotation,
nobody ever buys them anyway but when you do, you are "less"
vulnerable to snipers. It takes a few more havoc shots to take you down.

[/edit]

I really liked this map -now you mention it-, only back then (a year ago or somthing) we removed it from the server
due to severe VIS-bugs andFPS lag, very low fps
when more than 16 players in game, kinda like on Glacier_Flying sometimes.
And no: it is not my pc (P4 2.88, 512ddr 3200, Ati Radeon 9800 128mb)

Where can i download the latest version of this map?
You have a link to it?
Would be nice