Subject: Re: Report Westwood map Bugs here
Posted by Halo38 on Tue, 14 Jun 2005 17:01:18 GMT
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Some of these b2b issues give such a minior advantage they arn't even worth the time fixing.

I didn't even know, and have never seen, anyone bothering to b2b on complex as from the screen shots it looks like hardly any missiles or artillery shells will get through. Complex is such a fast paced map anyway that whoever it is wont be there for long and will be most likely hindering their team.

A mappers time would be better spent creating new maps keeping all the usual issues in mind

Also, I don't see how hard it is to keep in mind stopping players shooting over cliffs, walls and tunnel beaconing ALL my maps are exploit free (the ones in C&C_Bio are there on purpose to stop camping) yet we see even the supposedly good map makers missing the most obvious of exploits.

Map makers, get your act together