Whitedragon wrote on Wed, 08 February 2006 00:25Now that ive actually played this map i have a few suggestions:

Add flying vehicles.
Move the Recon Bike and TOW Hummer to the regular vehicle menu.
Increase the price of the MRLS and Artillery, they're both very powerful on this map because they can attack the bases without being hit by any defenses.

I also noticed a few glitches:
The Nod PP always has a red interior, like its dead, even when its alive.
The fake PPs always have a green interior, like they're still alive.

I might do a flying version leter on down the road....recon and humvee are stuffed away in the extras since this map was a CP match and wanted just the standard vehicles avaliable for default servers.

prices of those units have been increased already,but im assuming you want them even higher....there is spot(vehicle ramps) for vehicles to camp in there own base to defend arty/mrls attacks....not only that, Im sure havocs and sakuras will be taking the large hill and keeping those light armored vehicles at bay

I'll be on servers monitering the gameplay.....and I'll adjust for any future versions of this map as i see fit.

I mentiond in the readme about the PP bugs i couldnt fix at the time....I noticed Exdeath posted a fix...wish i would of known this before hand....I'll include this on my fix list for future versions.

lithius....I still feel nod has an advatage with the OB still being a bit stronger then the AGT.....the long distances help nod with stank rushes reaching gdi's base aswell.....youll quickly learn that some routes are pretty fast to reach each other teams base.

Im glad a few people have posted about gdi having an advatage...I truely think and still do think nod may have an advatage.

I wish the pits server was still up....msgtpain had a great Stats page per map, does any other server do this?

well, this map will also be made for Reborn ...and some of these fixes will be included in that version.