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Subject: Re: C&C FarCry

Posted by [DreamWraith](#) on Tue, 20 Jun 2006 22:23:45 GMT

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wow, nice to see you still know how to be a total dickwad, and pull insults out of your ass. However, I am not going to take your bait.

If you have never heard of night time levels, that is such a shame. I am sure people who end up playing it will find it quite exciting having to manage their flashlight battery and heatvision battery time when in the middle of the jungle.

A map being in nighttime, does not denote lack of progress. I could show "daytime" shots of the map. But that would be showing something that wasn't a final product.

That is how the map will look in the end for the most part. I did not think it necessary to "brighten it up". There will be dynamic lights in the bases, and a few other key locations on the map, as fits with the premise. I did not feel it would be proper to rush and throw said dynamic lights around the map, without taking the time to place them properly. That would not be representative of the final product.

Apparently, people do not understand the concept of a night time map, and so, i will post some daytime shots of the night time map momentarily.

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