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Subject: Re: Can someone edit Hourglass slightly for me  
Posted by [EA-DamageEverything](#) on Fri, 29 Feb 2008 13:28:18 GMT  
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I wanted to give you an example how it can look like and yes -I read your post. I have very limited skills at LE yet, but I thought it can be done in this direction.

The criterias were:

No HC anymore. The highest points in the enemy base are the ref towers. The Sydney wall was used for the corepatch-modified maps (Complex, Snow etc) in the same way.

Inf should not be able to go uphill to spot enemy rush preparations. I agree, I only made this half-way reliable. For this, only the Tiberium field should be free to walk/drive on. Infantry (except Mutants & Chemos) would die when reaching the top then.

And for the third, making rushes invincible in certain areas, this is moronism IMHO. Thinking of the range an AGT or an Obelisk has on every map -where is the goal in shorten it in a small map like Hourglass?An BTW, tanks will only get shot when they are crossing the edge at the enemy downhill gradient.

Nevertheless, the best solution would be a totally foggy hilltop. But then you have to enforce players with bhs.dll only.

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