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Subject: Re: New mapping project C&C\_?  
Posted by [Reaver11](#) on Wed, 09 Nov 2011 11:06:12 GMT  
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Thank you for the feedback guys.

What if I try to increase the space in the middle area and just remove the middle wall perhaps a shallow lake in the middle or another object of interest(Warehouse or something so the middle is interesting for infantry too?) something like that.

Agreed on the tunnels I will turn some of them into rock passages so it is more diverse.  
The tunnel in the GDI base is something I will look into position that it enters the GDI base is indeed different then Nods base though the road towards it is longer so I hope that might balance it.

Still thinking of the style of props needed in the map I mean alot of trees isn't the way to go in this map is my guess.

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