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Subject: C&C Airbase released

Posted by [Deafwasp](#) on Thu, 15 Jan 2004 01:30:52 GMT

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KEEP IN MIND THAT I LOVE THIS MAP.

Orca, if you plan on fixing the map up some more, I would suggest altering a few of the lazy spots, like that one room in the building with the boxes and the ramp to the roof door... that room just is weird..

And the outside appearance of the building, especially the tower could use a little more work.

The errors I have found and confirmed:

- In the room with the projector, there are powerups in front of the chairs and no possible way to get to them. Also there are several other instances of impossible to get to items, mainly because the character cant jump high enough.
- the one building you cant get into, has a a-10 in it. you can walk into the door of that building and fall off the map.
- in the building with the tower, there is a big texture error, texture missing.
- the arch shaped hangars with the catwalk spanning over the 3 and mounted guns on top, if your in a plane and are higher, the floor of the hangars are glitchy, delete the ground under them.
- That control room with all the equipment, there is a step down when you enter the room, that the player gets stopped by and has to jump to get through, should lower that a little so the character can easily traverse it.
- the harriers are real fun and all but there really isnt enough airspace to have a nice dogfight. And a orca could own the harriers as orcas weapons can target better. Still great though

Those are the only errors I found, otherwise it is a excellent map, I give it a 9.99 in score. Get that VIS done!

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