
Subject: map size

Posted by [A-DawG](#) on Sun, 06 Jul 2003 14:14:10 GMT

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why don't people make big maps? C&C Gigantowatever was a little small...C&C Afghanistan was a little too big.. why doesnt anyone make big maps? you look at a Renegade map, then you look at a BF 42 map.. theres a big difference between sizes.

Subject: Re: map size

Posted by [kawolsky](#) on Sun, 06 Jul 2003 14:56:21 GMT

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A-DawGwhy don't people make big maps? C&C Gigantowatever was a little small...C&C Afghanistan was a little too big.. why doesnt anyone make big maps? you look at a Renegade map, then you look at a BF 42 map.. theres a big difference between sizes.

couldn't you have just PMed people like ACK and ask them in stead of using space in the forum with a topic people don't really care about?
and its probably because it will take a long time to make and a long time to find the enemies base.

Subject: Re: map size

Posted by [General Havoc](#) on Sun, 06 Jul 2003 15:22:29 GMT

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A-DawG...C&C Afghanistan was a little too big.

Little isn't the word. That map was just a stupid size. It was probably the size of a whole continent in Planetside. I hosted it once and it would have took over an hour to get a mammoth tank from one base to the other. Even in the modded orca with increased speed it takes around 10 minutes.

_General Havoc

Subject: Re: map size

Posted by [Nightma13](#) on Sun, 06 Jul 2003 15:49:31 GMT

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General HavocA-DawG...C&C Afghanistan was a little too big.

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_General Havoc

lol and i was thinking of makeing an ENTIRE planet at one point

maybe you could put the bases close together and still make an entire planet to explore

Subject: Re: map size

Posted by [Skier222](#) on Sun, 06 Jul 2003 16:51:26 GMT

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Nightma13

maybe you could put the bases close together and still make an entire planet to explore

what would be the point? People just want to destroy the buildings and get the game over.
:rolleyes: :rolleyes:

Subject: map size

Posted by [Titan1x77](#) on Sun, 06 Jul 2003 20:37:10 GMT

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Big makes aren't fun when it takes 5 mins to get back to the base....with a good tunnel network...you can make a good sized map and keep it a reasonable walk back to the base....I'll be making good size maps for the 3 mod's im working on.

Im going to be making 1 more map for Renegade shortly..that will be a decent length

and if the mod's are cut short....I'll convert them to renegade maps.

So Look out for larger map's created by me soon....weather it be mod maps or ren maps.

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Posted by [A-DawG](#) on Mon, 07 Jul 2003 00:27:52 GMT

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most maps just seem too small..
