Subject: Feedback Request (C&C_AD_Gateshead)
Posted by Cpo64 on Mon, 24 Mar 2003 23:20:15 GMT
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I released this map in March and since then has been downloaded 100+ times. I think this is pretty good, but I am looking for your feed back on the map; things such as design/layout, playability, etc.I ask this so I may take them into account for my next map.

I would also like to be informed of any bugs big or small, if there are enough of them I may do a

details on the map.

If you like the map, ask your favourite servers to host it! If you don't like it, ask them to host it anyways.

Subject: Feedback Request (C&C_AD_Gateshead)
Posted by Duke of Nukes on Tue, 25 Mar 2003 00:01:46 GMT
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I figure I'll be the voice of sanity and offer some advice untill you get flamed. I noticed a bug where the beacon win doesn't work for Nod, and c4 dissappears when thrown. the map itself is not necissarily a bad idea...but if one side is limited...both sides should be limited. Nod has the excellent base defenses against apc's...while Nod can sit back and pound away at the gunboats from far away. GDI's strenght is tanks...and you took that away...but left Nod with infantry and tanks.

I would suggest taking out the obelisk and making the turrets more accurate and stronger...as well as doing the same to the Airstrip as you did to the Weapons...

Subject: Feedback Request (C&C_AD_Gateshead)
Posted by LTKirovy on Tue, 25 Mar 2003 01:04:49 GMT
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Get rid of all base defence all together. Make you job easier

Subject: Feedback Request (C&C_AD_Gateshead)
Posted by Halo38 on Tue, 25 Mar 2003 12:23:49 GMT
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might benefit from a bit more texture blending (but i understand its hard with snow)

Subject: Feedback Request (C&C_AD_Gateshead)

Duke of NukesI figure I'll be the voice of sanity and offer some advice untill you get flamed. I noticed a bug where the beacon win doesn't work for Nod, and c4 dissappears when thrown. the map itself is not necissarily a bad idea...but if one side is limited...both sides should be limited. Nod has the excellent base defenses against apc's...while Nod can sit back and pound away at the gunboats from far away. GDI's strenght is tanks...and you took that away...but left Nod with infantry and tanks.

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You mean the beacon pedestal in the GDI tent? That is strange; it has always worked for me. I have never had any C4 disappear either, strange. I would like more details on this, such as server settings, and some pics.

It is quite easy to take down the Nod defences, a infantry can easily get into the PP by them selves with out taking any injury, and an APC can also get to the Obelisk easily too, if you use the cover of the trees, as the obelisk can not shoot threw the canopy. If you drive carefully you can get around the Hogs behind the base and get to almost any buildings with out being severely damaged. I took away most the GDI vehicles because with them, it is too easy to win. Now Nod can make it much more difficult with a couple of proxies mines, but that is simply a fact of life.

The idea behind the map is that while Nod has a fully established base, and is prepared for an attack, GDI must fly 100's of miles to get there, and so their vehicles are limited. (That helicopter dropping a Mammoth tank looks really funny) I don't think removing the obelisk is really necessary, simply because you can get inside any building with it still active. I don't think removing the obelisk would make it much easer because it can't do much, it can only hit inside its own base, and not many people tend to stand still in an enemy base for that long...
Nod's advantage: a fully functioning base. GDI's advantage: No base. So unless beacons kill is enabled there is no way Nod can win, other then points at time limit. If Beacons are enabled, all GDI has to do is fill the tent with 10 mines cover the entrance with another 10, and that leaves 10 to play with. All the Gun Boats are there for is for Nod to point hoar off of, so that they can win by points if time is up. I don't think removing the obelisk would make it much easer because it can't do much, it can only hit inside its own base, and not many people tend to stand still in an enemy base for that long...

Halo38might benefit from a bit more texture blending (but i understand its hard with snow)

Yes, I only used three textures for the ground, An ice texture, snow texture, and a Tiberium texture. I only used these three, as I simply could not foresee a need for any others, or how to use any others that would be keeping with the environment. I my self have never been to the extreme artic, but I would assume all you would see is snow, and ice. Any other map I would use many more, but this map is simply did not seem to fit.

Subject: Feedback Request (C&C_AD_Gateshead)

Posted by [Vitaminous](#) on Wed, 26 Mar 2003 01:53:46 GMT

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Wanna be a mapper for my gaming magazine ? *Glitchy Gamers* http://gg.glitch-designs.net

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Subject: Feedback Request (C&C_AD_Gateshead)
Posted by [Cpo64](#) on Wed, 26 Mar 2003 02:25:47 GMT

Aprimeit,rocks.
Wanna be a mapper for my gaming magazine ? *Glitchy Gamers* http://gg.glitch-designs.net

Intresting site, nice design, but uhh, what is it?

In other words, I need more info!

PM me or post here, what ever...

Subject: Feedback Request (C&C_AD_Gateshead)
Posted by [Halo38](#) on Wed, 26 Mar 2003 13:06:21 GMT

Aprimeit,rocks.
Wanna be a mapper for my gaming magazine ? *Glitchy Gamers* http://gg.glitch-designs.net

????? magazine, could you explain? please.