

Glass_war

Posted by Lee.H - 28 Oct 2009 21:40

Harry on the WCS server suggested this map to me ; [www.fpsbanana.com/maps/22030"onclick="window.open\(this.href\);return false;](http://www.fpsbanana.com/maps/22030"onclick="window.open(this.href);return false;)

Not too sure what I think from just the pictures, should prolly test it first!

=====

Re: Glass_war

Posted by VoGon - 28 Oct 2009 21:55

LOL we have that one on DM mate, but not sure it could work on wcs? you guys have an opinion?

=====

Re: Glass_war

Posted by Lee.H - 28 Oct 2009 23:27

Ah right, I will go test that one tomoz!

=====

Re: Glass_war

Posted by Ncore - 29 Oct 2009 13:13

It is another Glass_war that look the same, but is some more ways and stuff you can go.

That is on DM.

Dont think it would fit in Wcs, but that i do not play.

=====

Re: Glass_war

Posted by vapour - 29 Oct 2009 15:12

I wouldn't recommend that for warcraft if im honest. Not big enough.

=====

Re: Glass_war

Posted by TheBlāckWaltz - 29 Oct 2009 16:57

_vapour wrote:

I wouldn't recommend that for warcraft if im honest. Not big enough.

Same with that dust aim map with the M4's soon as it gets to about 9v9 you start spawning in people

=====

Re: Glass_war

Posted by Demonīc - 29 Oct 2009 18:47

I too think it's a bad idea, it's way to small for a wcs map...

=====

Re: Glass_war

Posted by Che ken - 30 Oct 2009 23:56

I've never been a fan of wcs mixed with glass maps, but if you want a big one, check out glass_war_v2 some other things afterwards on the DM too, there are two that are both pretty big, shame surfings not set up on either server tho, cus there are maps that you can surf on in both (like glass_war for instance) 🍌

=====

Re: Glass_war

Posted by vapour - 01 Nov 2009 19:06

www.fpsbanana.com/maps/6345" onclick=">window.open(this.href);return false;
aim_shades

whack that on the wcs server ;] was on an old warcraft server i played on. decent size and not too open, so its good for most classes.

=====