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Subject: Re: C&C Zeppelins

Posted by [Cpo64](#) on Tue, 19 Jun 2007 02:55:05 GMT

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I once had a series of maps like this, I had a Nod Hovering Airstrip, and a GDI Air Cruiser, both with automatic and player controlled Air to Air defences.

The problem I came up with is making the maps interesting and not just a straight run at each other. One had the two platforms nessesled in a series of valley's but there wasn't really a way to do it and have it look realistic.

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