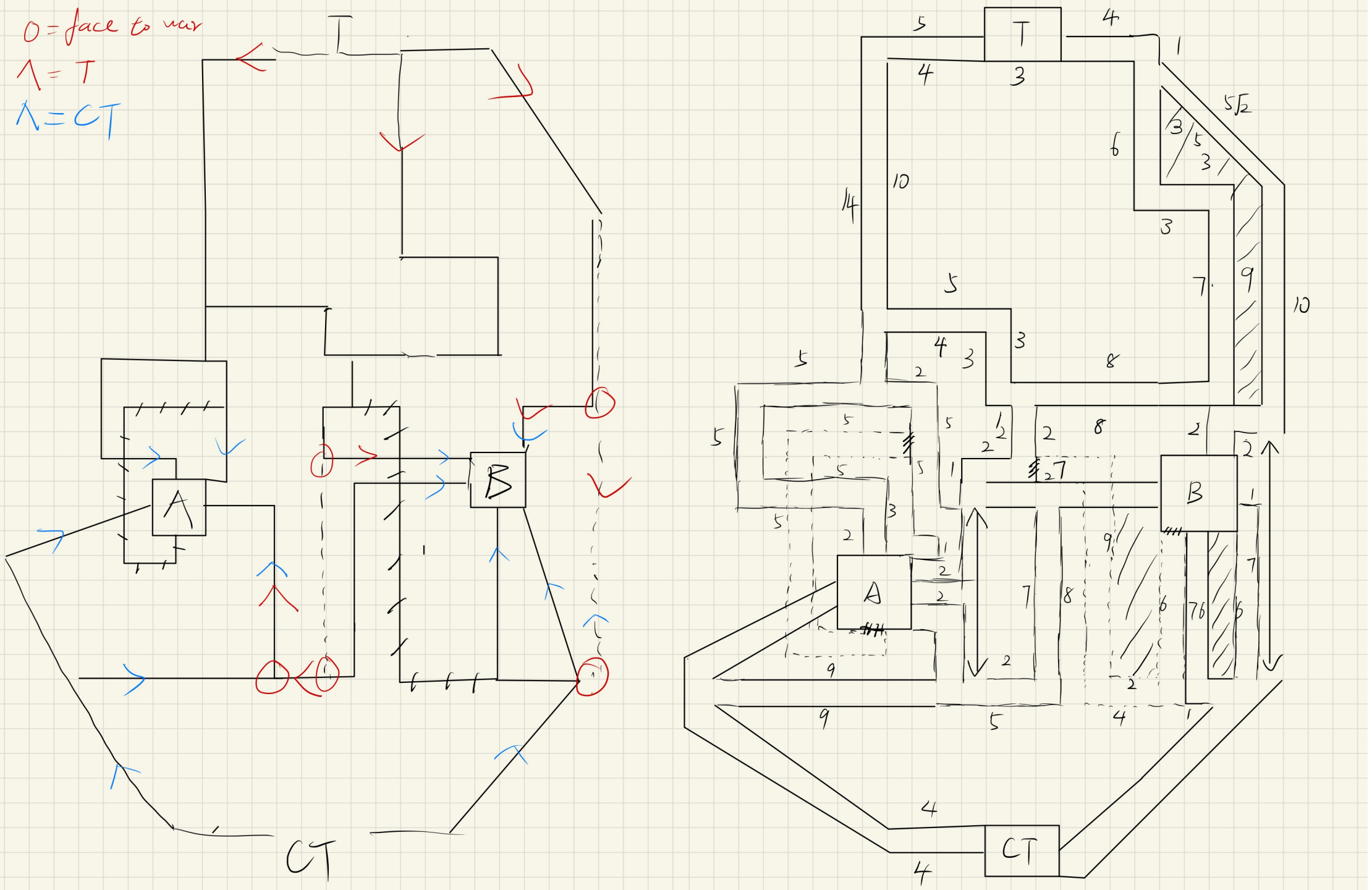
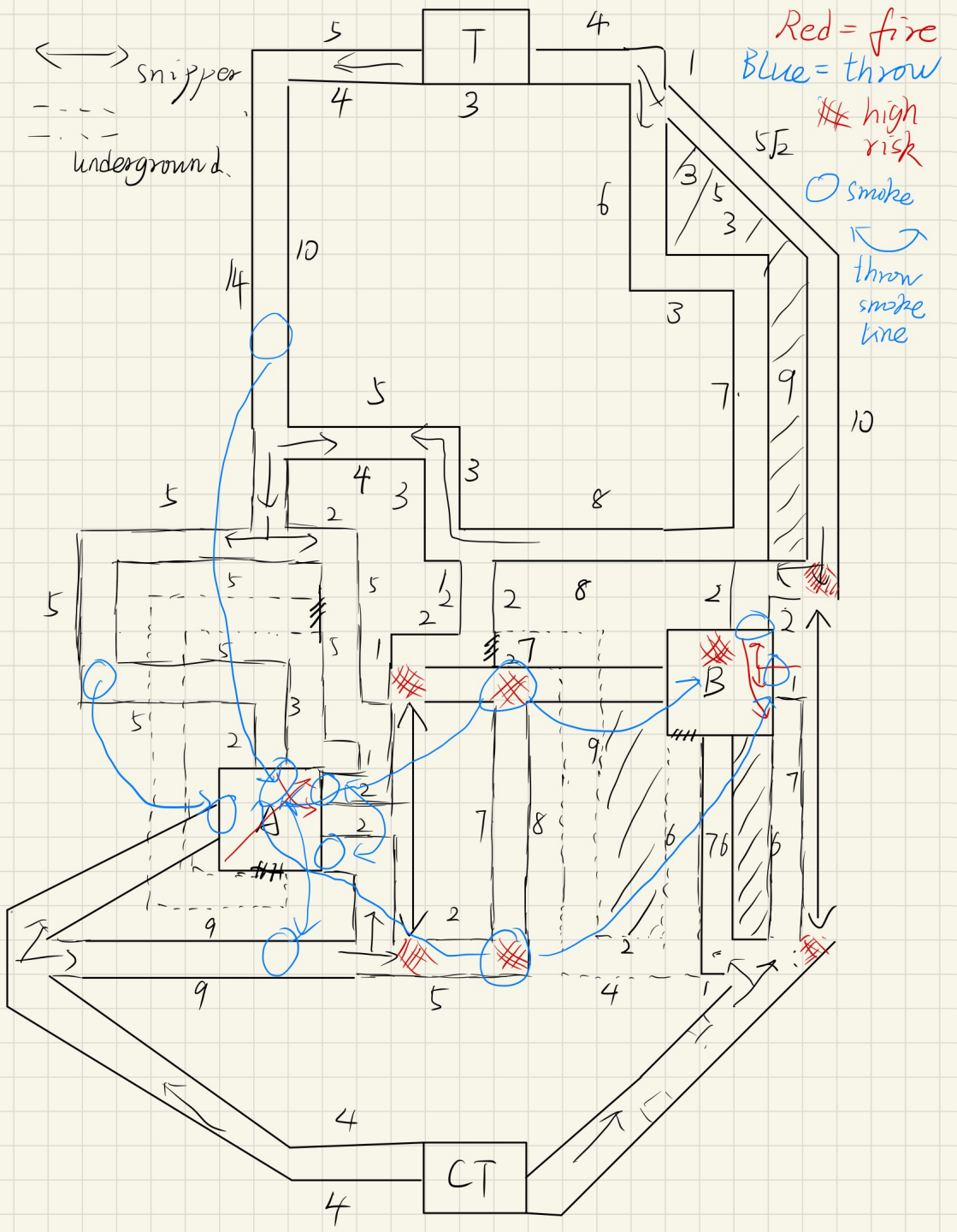
for CS.

Gamemode : Bomb、
Map name : The secret one / 秘壹之城
Map size : 120m / 140m
Paeving : Quick

Designed a map


O = face to war
^ = T
^ = CT
T
A
B
CT
T
A
B
CT



CT → B (B小) ≈ 15s

B → A (connect) ≈ 10s

A → CT (A大) ≈ 15s

CT → A (A大) ≈ 15s

CT → A (中) ≈ 20s

T → A (A大) ≈ 18s

T → A (A小) ≈ 20s

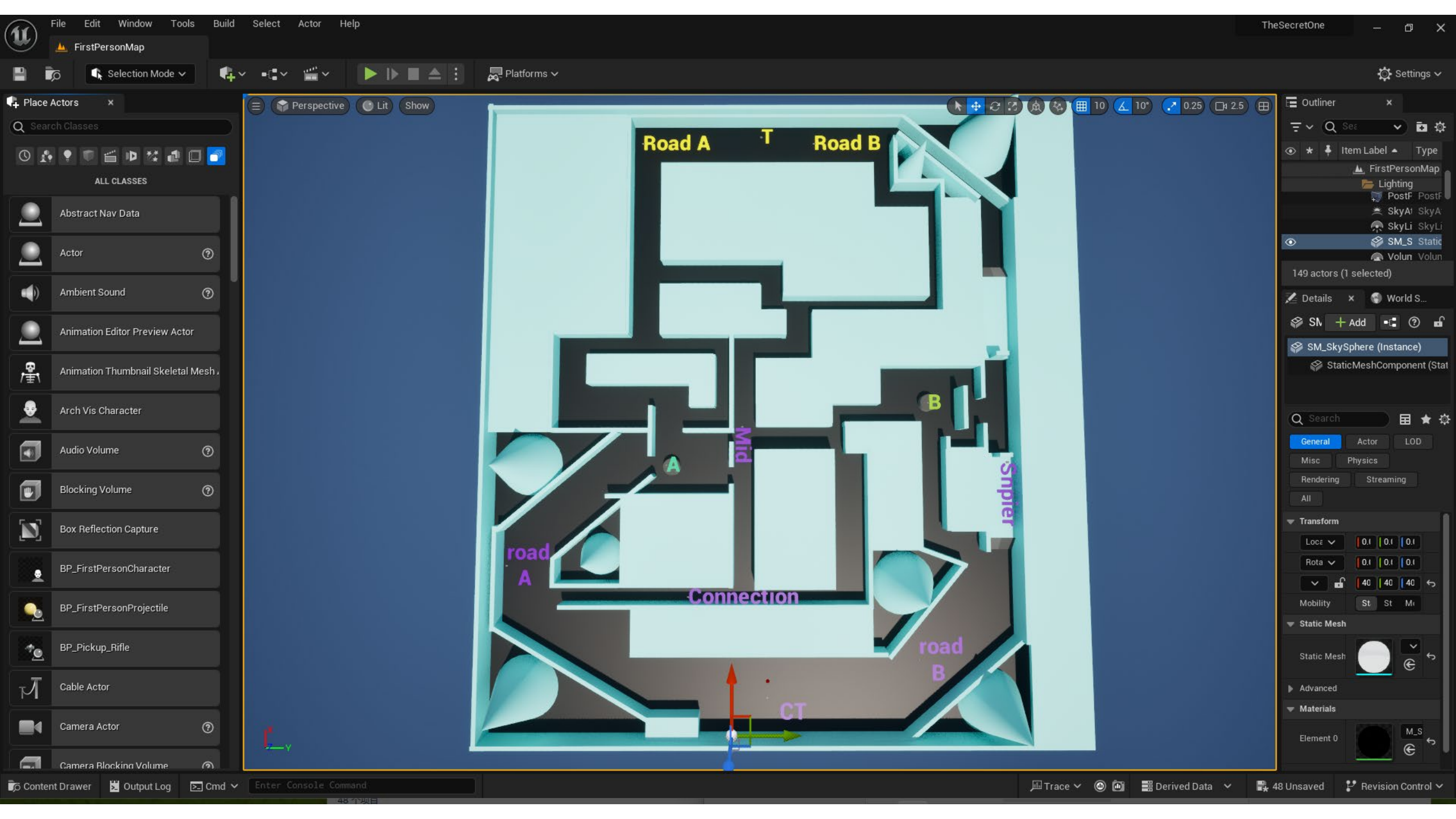
T → A (中) ≈ 18s

T → B (中) ≈ 23s

T → B (B大) ≈ 13s

ΔCT > ΔT

T throw > CT throw


File
Edit
Window
Tools
Build
Select
Actor
Help
TheSecretOne
FirstPersonMap
Selection Mode
Platforms
Settings
Place Actors
Search Classes
ALL CLASSES
Abstract Nav Data
Actor
Ambient Sound
Animation Editor Preview Actor
Animation Thumbnail Skeletal Mesh
Arch Vis Character
Audio Volume
Blocking Volume
Box Reflection Capture
BP_FirstPersonCharacter
BP_FirstPersonProjectile
BP_Pickup_Rifle
Cable Actor
Camera Actor
Camera Blocking Volume
Perspective
Lit
Show
Road A
T
Road B
B
A
Mid
Sniper
road
A
Connection
road
B
CT
Outliner
Item Label
Type
FirstPersonMap
Lighting
149 actors (1 selected)
Details
World S...
Add
SM_SkySphere (Instance)
StaticMeshComponent (Stat
Search
General
Actor
LOD
Misc
Physics
Rendering
Streaming
All
Transform
Mobility
Static Mesh
Static Mesh
Advanced
Materials
Element 0
Content Drawer
Output Log
Cmd
Enter Console Command
Trace
Derived Data
48 Unsaved
Revision Control