done in RenX and almost everything set up in LevelEdit.I'll be making Hovercrafts useable for this map, since most of the map is water.I need something that blocks tanks (humm-vees, buggies, med tanks, light tanks.....) but that doesn't block the Hovercrafts. If I make a wall to collide with vehicles, it will also affect the hovercrafts, and we don't want tanks floating over the water, do we?

Any ideas?Perhaps finish a map for a change, instead of continue to say you're almost finished with something and hype it up?Wait, that's right... You're not capable of finishing maps.Watch and see, yet another map he'll never finish.Just waiting WOL to be fixed. C&C_Villa, C&C_Ravine and C&C_Ravine_Flying are finished.Need a....beta slot as a proof?