
Subject: C&C_Marsh_BETA2

Posted by [Sanada78](#) on Fri, 11 Feb 2005 03:56:12 GMT

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I would've had the final version out in the first release but I had a problem with mod tools. All it needs now is the different building interior presets set. Last time I did it, it all worked fine a dandy but then the database corrupted sending an hour or so of boring preset temping down the drain. I pretty much gave up with it then with the frustration.

I could try again but it'll probably happen again. The mod tools are just full of annoying shitty bugs. I might just give it one last try though.

As for Oasis_Flying, it was my first map, so it's crappy and has lots of bugs. I don't know if I can be bothered to fix it to be honest. I released the source files for it so someone can fix it up if they really want to.

EDIT: Don't mind if you pout it in a mappack.
