
Subject: Re: C&C_Flooded

Posted by [JeepRubi](#) on Mon, 17 Oct 2005 12:48:52 GMT

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Got another new version, hopefully my last. Changes are:

- Water fixed to more of a blue instead of blinding white.
- Ramps on buildings so you can disarm beacons.
- Water level lowered so all of airstrip is visible and beacons are visible and not under water.
- New waypoints for harvesters (don't get stuck as often).
- Windows on air strip and hand of Nod have been blocked for aircraft.
- No rain or palm trees to reduce lag.

I will post a download once danpaul88 gets on msn so i can send it to him to host.

Alkaline i think i got all the bugs except the one over the bunkers with the flying veh which is impossible to fix cause there is nothing there in renx or level dedit. Anyway could you put it in your map pack plz?

got it please leave you comments

[http://www.lmsbc.com/downloads/renegade/maps/c&c_flooded .zip](http://www.lmsbc.com/downloads/renegade/maps/c&c_flooded.zip)
