
Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [Naamloos](#) on Fri, 30 Dec 2005 11:16:45 GMT
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Ok, I'll add a second AGT/obi to the bases an I'll make the map flying. I will also remove the snow and fog. I won't be able to change the map's size however.

Next time I'll be more carefull with the poly's. I guess what people say "W3D engine can handle many poly's" isn't too true, or on any higher resolution then 800x600 it isn't anyway.

Also I don't mind anyone including the map in any pack as long as I get credit for it.
