Whitedragon wrote on Wed, 08 February 2006 00:25Now that ive actually played this map i have a few suggestions:

Add flying vehicles.
Move the Recon Bike and TOW Hummer to the regular vehicle menu.
Increase the price of the MRLS and Artillery, they're both very powerful on this map because they can attack the bases without being hit by any defenses.

I also noticed a few glitches:
The Nod PP always has a red interior, like its dead, even when its alive.
The fake PPs always have a green interior, like they're still alive.

I know how to fix the dead power plants being normally colored. You need to ungroup the dead power plants and rename their damage aggeregate proxy to something like "mgpwr_dead~". A preset name not already used in Level edit. Regroup and export.

Go into LE and temp the damage aggregate proxy and name it mgpwr_dead, go to settings and scroll down to the frame sequencing. Change them all to 4 or 9. That should fix your problem.