

ok, My fault for not including the right textures.

But your missing the point of the map.

It is not ment to be played online. AI means Lag online.... That

And if you read any of the readme files, or anything besides just downloading and playing... you would know how to fix the vehical limit problem.

...I mean really:

This is a quote from my post, right above yours!

Quote:Also, read the readme's "Known Bugs" section, because there are somethings you will have questions about, it tells you how to go about them.

Like the maxed vehical limit, for example. It explains how to fix it.

And you are wrong about the other team stealing vehicals, cause I fixed that. I made purchased vehicals unteamed.

You could by as many vehicals as you want, and there is no limit (asside from the limit of the AI vehicals)

You need to type the command "vlimit" and put a number that will allow you to build (Just put like 20 or something)

The pedistals are just there so the game is possible to end fast.

of course... that is what the quit button is for... but who cares.

the hills are like that cause this map isn't ment for flying. Just some people were bugging me to put flying stuff in.... So i did secretly.

It is there, cause you wouldn't think to look there (If not for the hints and crap I gave... and asside the fact of someone using W3D viewer)

The static thingy... was supposed to be a repair pad.... I honostly don't know why it didn't show up.

Just basicly, since this map isn't supposed to be played online, that eliminates the "One sided" theme to the map.

The point is to play in the AI battle.... Alone. If I was making a map for online play, I quadruple check to see if the map is fitting, backgrounds, no "half-cliffs", flight roofs, correct textures (which again, is my fault), ect.

Oh, and btw:

Your frame rate, is your problem. I am pretty sure I said something about that in the readme... something like if your computer isn't crappy-ish, you should be able to play without a low FPS.

I get 30 when I play on it, and it runs really smooth. So, either not play the map, or get a better card...

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EDIT: Question, Does Nod have the same static thingy in their base? Or can you actually see the repair pad?
