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Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Demolition man](#) on Tue, 27 Feb 2007 21:41:07 GMT

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I don't get why they remove walls. Because they didn't use it in MP... So? Just leave it in for others they made it already so let it stay.

Also when unpacking an apc, building or deploying a mcv you have to select the deploy/unpack button at the bottom right. My suggestion would be to also add that a cursor like this will show up when hovering over the unit/building (Like all the other C&C games had). Also keep it at the bottom right for specific units to get out the building/apc.

Also GDI was to blue if you ask me.

EDIT: also you can't see how space you got left for tiberium till you need a silo.

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