GrayWolf wrote on Tue, 19 June 2007 19:00Canadacdn wrote on Tue, 19 June 2007 12:50A suggestion- make the infantry jump higher, their jumps are nowhere near suitable for most of the Mario 64 jumps.

Good Idea. I'll also be adding teleporters in the same places they would be found in the game.

And

Oblivion165 as soon as I finish the map I'll send you a copy so you can do the animations.

What should I do about water and water levels? To bad havoc can't swim.

Should I leave the castle entracne like the way it is or should I put a door like the other rooms?

Also should I just make this a death match map or should I put some bases in the map... like maybe the hand of nod and a refinery could be in some level in the basement and gdi could be in another level.

Ask AR...i've heard they are getting units to swim in their mod...