
Subject: Re: C&C_Epocilation

Posted by [sadukar09](#) on Sun, 22 Jul 2007 16:36:03 GMT

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Maps bugs as of right now

1.Nod harvester runs into the strip control tower >.>

2.Non of the PT work save the CY's 2.

3.Silos messed up (image)

4.Shouldn't there be a transition between pavement and dirt in the city?

5.You can fly through the building that covers part of the road/walkway (image)*Fly UNDER the covered part then you can go up but you get stuck*

6.A lot of smoke emitter will lag in big games >.> And seems this map is made for BIG teams.

7.GDI harvester runs into an AGT to the right if your looking to the outside of base.

8.None of the base defense work D:

9.Bots are worth like 100 points each >.>

10.No Tiberium Silo damage sounds. Same with CY.

11.Nice GDI Sign We save lives!

Other than that really nice work man!
