
Subject: Re: C&C_Epocilation

Posted by [R315r4z0r](#) on Sun, 22 Jul 2007 18:08:19 GMT

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I was havening the same problem with the silo, but I just thought it was my computer, because my laptop didn't seem to have the problem.

So what I did was just delete the silo and made a new one (same model) It was probably a problem with the double silos I used to have in. I am going to go and test it out now.

@ Reborn, ah yes, my Recon Humm-vee.

That is going in as an extra for GDI. (I might make it a normal vehicle however, to balance giving Nod Recon bikes)

Those light tanks have been giving me problems.. I am going to go replace them.

About the borders, they are as good as fixed.

And also, the Nod CY MCT, That was something I rigged up in Level editor. I will go move it up more so you can see the screen. The Construction yard model itself didn't have an MCT.
