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Subject: Re: C&C\_Epocilation

Posted by [Scrin](#) on Sun, 29 Jul 2007 18:33:46 GMT

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Titan1x77 wrote on Sun, 29 July 2007 12:15 So far I ran thru the map just a lil bit, pretty big!

I like what I see so far, but both teams seem doomed to getting thru, especially GDI (unless Nod is all in Stanks away from the base, but that equals double trouble for GDI)

I was hoping for another way into the base other than the front...but I really havent gotten to play it yet, but i can sort of tell how its going to be with a full game.

VIS tips, set it at 4-6....thius will take even longer, but you wont get those errors everywhere....prob just around the doors and windows of the base buildings.

It look as if you left it at 16, or maybe 10 or something?

I'll play thru it a bit more and look for some errors and bugs....

so its released here?

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