

---

Subject: Re: C&C\_Epocilation

Posted by [R315r4z0r](#) on Sun, 29 Jul 2007 22:12:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Titan1x77 wrote on Sun, 29 July 2007 13:15VIS 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....

Nope, I set it to 5..

There is only 1 way in each base (Not including air) but that one way is pretty large.

Stanks may own the battlefield, but GDI has better defense. Did you check the Anti-Air? Unless that power plant is down, it will be hard to hit the AGTs in a non-coordinated rush. (Plus the walls aren't added yet)

---