razorblade001 wrote on Sun, 29 July 2007 18:12Titan1x77 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)

wow, 5 huh...I just did a map myself yesterday set at 6, and only errors i have are around the buildings, I set it at 6...took only 15mins, thats a record for me...actually 1st time doing it on my laptop whcih has 2 gigs of ram and is a T7200

While Vis was generating it was only using 50%,Im guessing it only ran on one core.

I was GDI only for the time I ran thru the map....I'll check out nod vs. the AA...I wanna run thru it all and have a 2nd monitor open with a notepad, so I can write about it while I play.