Wait no longer

I have here the public beta test. I have fixed mostly all bugs (If not, all bugs) that have been brought to my attention, as well as various other bugs that have not been noticed by other players.

Your jobs are simply to find and track down bugs. My main concern are bugs that get in the way of game play. Those are my primary concern. Bugs that relate solely to eye candy, are a lower priority.

Bugs such as those include vehicle/character disappearing when on a far corner of the map, or the tip of the obelisk disappearing at a certain angle. These are not my primary concern.

Buts you should look out for are things like team imbalances, floating trees, ect, ect.

Unfortunately, I don't have the time or money to put together a server to run a test game on. So unless you guys get together and run your own private games, I cannot get a server going.

Feel free to share the file with as many people as you see fit. And have fun

(ReadMe explains all installation procedures)
http://files.filefront.com/CC+Epocilationrar/;8518935;/fileinfo.html
(copy and paste into URL)

Change Log:
Unfortunately, the change log was lost in my system reformat, so this is what I changed basing off my memory:

-Fix AA Cannons causing low FPS
-Fixed problems with double structures (Interiors)
-Fixed AGTs.
-Added blockers on construction yards to fix getting stuck near a ramp.
-Added SAM site bunkers to fix clipping errors on ground.
-Changed AA Bullet tracer color from Red to Gold.
-Added a control point on bridge that makes use of it much more important.
-Added a 1000 Class weapon spawn on top of bridge to give bridge more action.
-Added Health and Armor metal power ups in both cities
-Enhanced visual looks of Neon Tiberium Glow.
-Disabled targeting of Wall segments
-Increased Artillery Turret turn rate.
-Increased Repair bay repair speed.

-Added in Recon Bike PT Icon
-Moved one Guard Tower from front of GDI base to back to help defend Power Plant.
-Shortened firing range of AA Cannon, but increased velocity of bullets.
-Regenerated VIS sectors.
-Fixed visual problems regarding traffic lights not having color.
-Fixed texture errors in terrain which stretched textures in specific areas.
-Added projectile collisions to GDI and Nod base ground.
-Applied missing textures to GDI AA Cannon.
-Added scenery in bases and around map
-Put rocks on a cliff outside of GDI base to make sneaking around the side of the base with Stealth Tanks much harder.

Possibly more changes, but I am just not remembering... sorry.