
Subject: Re: C&C_Epocilation

Posted by [Gen_Blacky](#) on Mon, 10 Sep 2007 08:07:31 GMT

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ok i ran through the map and it looks just at certain angles things turn invisible or u can see through them. IT only happened in nod and gdi base.

there where one or 2 missing textures but that don't matter.

just lots of stuff like that, like very buildings has it where you cant see pts or master terminals.
