
Subject: Re: C&C_Epocilation

Posted by [R315r4z0r](#) on Wed, 12 Sep 2007 19:26:51 GMT

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Ok, that helps.

One thing, however, I can't fix those first 2 what was shown in the first 2 shots. (The ground the barracks/AGT sitting on disappears) ...well not easily anyway. I will try.

The other ones are VIS errors I can fix. (Other than the med missing the texture... that is a new one to me)

Other than that I have a question. You showed in one of the screen shots, that you had C4 on the Nod Construction Yard MCT. Was the MCT there when you placed the C4 and just disappear? Or was it invisible the entire time?

Also, I will try to cut down on the emitters again, possibly freeing up SOME CPU.
