Subject: Re: New map C&C D-Day Posted by JeepRubi on Tue, 30 Jun 2009 21:44:50 GMT View Forum Message <> Reply to Message

Finally, something that isn't horrible in the mod forum!

I would suggest getting some sunlight on there and doing the compute vertex solve with the check occlusion thing. Sorry if my terminology is off, I haven't used LE for years.

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