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Subject: CnC lightwave

Posted by [Dante](#) on Mon, 18 Aug 2003 00:24:15 GMT

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nicely layed out complex TDM map, looks like fun times ahead.

bugs:

missing texture for the Nod Teleporters

missing texture in the hallway outside the Nod PP

couple of minor welding problems (not really important)

compute vertex solve needs to be ran

falling through water = blue hell maybe put in an extension of that shaft, and put a floor in about 50 ft down or something

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