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Subject: CnC lightwave

Posted by [Titan1x77](#) on Mon, 18 Aug 2003 00:34:41 GMT

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Dantenicely 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

All the textures loaded fine for me...I'll re check the editor cache for missing textures...vertex solve was genrated but might of been lost when I ran Vis a 2nd time..the shaft is a good idea.

I'll be making a version 2 after it's been played a few times on the server...correct any gameplay issues aswell.

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