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Subject: Re: C&C\_GrandCanyon

Posted by [Taz](#) on Mon, 28 Feb 2011 14:29:49 GMT

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Hmmm, i remember playing FieldTS with those buildings and i didn't like the fact that players could hide in those basements... it also slowed down gameplay quite a bit because you had to go down with the elevator to get to the MCT. I'll stick to the normal buildings for now.

I got a new build ready. It fixes most of the bugs that were reported and the ones i found myself.

[http://www.gamefront.com/files/20050976/C%26C\\_GrandCanyon\\_Beta02.rar](http://www.gamefront.com/files/20050976/C%26C_GrandCanyon_Beta02.rar)

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