
Subject: Re: C&C_The_Canyon (Wip infantry map)
Posted by [crazfulla](#) on Wed, 05 Oct 2011 02:29:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

That 2nd last screenshot points out a potential issue... tunnel beacons. Might pay to relocate the Bar / HON or do as I said before, put more bends in the tunnels so they go around the buildings rather than underneath them.
