Subject: Re: C&C_The_Canyon (Wip infantry map)
Posted by Blazea58 on Tue, 11 Oct 2011 22:50:35 GMT
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Well i have been working extensivly on the tunnel networks to make sure there is room, and to avoid problems with tunnel beacons. There will be a way to tunnel nuke but only at the very exit of the tunnels, which won't cause any problems. I just have to start retexturing the terrain, changing a few textures around, and adding a few more props.