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Subject: Re: Collecting map issues for a possible set of fixed maps

Posted by [iRANian](#) on Sat, 03 Dec 2011 21:51:38 GMT

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Some VIS issues and a floating Tiberium crystal on Mesa.

<http://i.imgur.com/uMfql.jpg>

<http://i.imgur.com/RHHui.jpg>

<http://i.imgur.com/fxt3m.jpg>

<http://i.imgur.com/RCwMX.jpg>

<http://i.imgur.com/AoHbO.jpg>

<http://i.imgur.com/nKHQo.jpg>

<http://i.imgur.com/w8ruu.jpg>

<http://i.imgur.com/ysJi8.jpg>

<http://i.imgur.com/JfJfx.jpg>

<http://i.imgur.com/ENjpd.jpg>

<http://i.imgur.com/5K5Yd.jpg>

<http://i.imgur.com/tN5Kk.jpg>

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