
Subject: Re: Cheaper units on the stock maps
Posted by [iRANian](#) on Thu, 12 Jan 2012 22:41:59 GMT
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Could you make a screenshot of the graphical glitches on walls fly? I was able to reproduce it and I fixed a big one in the middle.

Gonna fix City flying in a bit, the VIS system needs to be recalculated which takes ages (and the level editor never states if it's needed or not).
