
Subject: Re: Tiberian Sun: Reborn is nearing release.
Posted by [EvilWhiteDragon](#) on Sat, 25 May 2013 22:15:23 GMT
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generalcamo wrote on Sat, 25 May 2013 23:33Map would be too large of a file, and there are limits in what we can do per map. Package might work, but then you have the 0 bug... Have you verified that bug still exist in TT?
