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Subject: C&C\_Hell Released!

Posted by [nastym4n](#) on Wed, 05 Nov 2003 12:33:13 GMT

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AircraftkillerIt looks good for a first try, but ass for a real level.

lol - I like people who are not afraid to voice their opinions!

Its actually about my 16th map. I just never got past the crunching part with the old ones cause i was running a PII with 32Mb of RAM.

You should try Pathfind generating with that!!!

Someone mentioned getting lost. You may have noticed the not-so-subtle lighting.

This is so you can find your way. Red is Nod, green is GDI - easy see?

As far as the stealth suits go, they are in my next map, which should be with us by the weekend. C&C\_Portals, featuring stealth suits, 26 seperate teleports and true DM (no buildings for you C&C saddos to hit )

thanks for the feedback! Keep modding!

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