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Subject: C&C Commando Development Screenshots  
Posted by [cheesesoda](#) on Wed, 07 Apr 2004 16:54:46 GMT  
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You could stop enemies from sneaking into your base behind your harvester if you increase the brightness. They will either choose not to walk behind the harvy or end up running into a wall because they couldn't see. This of course would take away some strategy, but it'd still be funny to see an enemy running straight into a wall.

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