
Subject: Re: C&C_Epocilation

Posted by [R315r4z0r](#) on Mon, 23 Jul 2007 15:43:48 GMT

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Ok, seems like depending on your computer, the map gives different errors...

I'll go put vehicle blockers around the buildings to prevent going inside them with vehicles. I will put something to stop you from getting stuck on CY, and for that part of the building you can fly under and go through, that was the first thing that I fixed .

Oh, and for music, I am experimenting with different types. Last version had different music too.
