
Subject: Re: Release - C&C_Hourglass_Flying_BETA

Posted by [Fabian](#) on Thu, 08 Jan 2009 22:23:04 GMT

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Known bugs:

-Hand of Nod and Airstrip hut windows do not break correctly.

-AGT has certain meshes that do not register as part of the building, and the building controller needs to be lowered to lower the 4 machine guns.

Please report bugs, screenshots or general comments!

www.wpi.edu/~mjfabian/C&C_Hourglass_Flying_BETA.zip

File Attachments

1) [hourglass_flying_beta.jpg](#), downloaded 1449 times

