Subject: Re: CnC Assault 0.3 - build, command, conquer
Posted by GraYaSDF on Mon, 20 Sep 2010 19:03:49 GMT
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Oh, sorry, I forgot my old experiment, so I post it here now:

It closed and you can't find it in 0.1. Not flat map, small place for existing structures and large low-poly terrain, as large as possible. Not exact copy of first mission and rocks, but it worked perfectly.