











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Subject: C&C Basin version 1.1 is released!

Posted by [Anonymous](#) on Sun, 16 Feb 2003 13:54:00 GMT

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quote:Originally posted by PiMuRho:I like the map, but there's a few glaring errors:1) Lights in the Construction Yard are hanging unsupported in midair: 2) Missing texture on the Nod Airstrip: 3) Bad join between wall and floor planes in the canyon leading from the Nod base: 4) Numerous visibility issues:First, lights in the tunnel suddenly disappear:   Then, this where the tunnel overlooks the central area:   And this where the tunnel exits by the GDI base:   4) Badly aligned texture in the tunnel:  Not a definitive list, just what I found in the ten minutes I spent looking at the map. Other than these errors, I quite like it.The Construction Yard interior is not a bug. Westwood designed them that way, as they did every other structure with the lamps in them. Take a look at the Tiberium Refineries, you won't see anything holding the lamps up either.Putting in the texture for the Nod Airstrip in the 1.1 version.Just fixed the misjoin by the back entrance of the Nod base. I had spotted it earlier, but forgot to fix it.Working on the tunnel visibility as soon as I export the W3D again. The map has a vehicle blocker on the back tunnel entrance now.

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