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Subject: C&C Basin version 1.1 is released!

Posted by [Anonymous](#) on Sun, 16 Feb 2003 11:02:00 GMT

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Typical ack map. I take the time to test over and over again until I get perfection (or at least something close to it.) He could've took 30 seconds to make a vehicle blocker in the tunnels.P.S. I would've made that badly alligned texture too. Not everyone is perfect.

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