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Subject: C&C Basin version 1.1 is released!

Posted by [Anonymous](#) on Sun, 16 Feb 2003 04:23:00 GMT

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I like the map, but there's a few glaring errors:1) Lights in the Construction Yard are hanging unsupported in midair: [Picture](#)2) Missing texture on the Nod Airstrip: [Picture](#)3) Bad join between wall and floor planes in the canyon leading from the Nod base: [Picture](#)4) Numerous visibility issues:First, lights in the tunnel suddenly disappear: [Picture 1](#) [Picture 2](#) Then, this where the tunnel overlooks the central area: [Picture 1](#) [Picture 2](#) And this where the tunnel exits by the GDI base: [Picture 1](#) [Picture 2](#) 4) Badly aligned texture in the tunnel: [Picture](#) 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.

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