and almost everything set up in LevelEdit.I'll be making Hovercrafts useable for this map, since most of the map is water.I need something that blocks tanks (humm-vees, buggies, med tanks, light tanks.....) but that doesn't block the Hovercrafts. If I make a wall to collide with vehicles, it will also affect the hovercrafts, and we don't want tanks floating over the water, do we?   Any ideas?Perhaps finish a map for a change, instead of continue to say you're almost finished with something and hype it up?Wait, that's right... You're not capable of finishing maps.Watch and see, yet another map he'll never finish.Just waiting WOL to be fixed. C&C_Villa, C&C_Ravine and C&C_Ravine_Flying are finished.Need a....beta slot as a proof?   Nope, because your beta slots for your five other unfinished maps and modifications haven't proved a thing either. Why haven't they? Because you never released anything... And it's been, what, two months now?   Ah yes....you want the final version.....of course....wise Ack   Well, I'll show you the last version - Unblock me on MSN and I'll send you the file, otherwise please shhhhh......