
Subject: New Map: C&C DM Mountain Summit (Updated)
Posted by [Anonymous](#) on Mon, 11 Nov 2002 17:37:00 GMT
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posted by Tiberic:Thanks, i will try that (if my level edit doesn't keep crashing). I added more things too:weapon and health spawnersmore ambient soundstook out Commanche flyovera few more crashed veichlesI don't think I will be able to get some screens in, I took some but I can't find them.Percent done 10\%Seriously, don't put crashed/destroyed vehicles, they lag BADLY a map in Multiplayer C&C Mode - A friend tip.Bull****, nothing lags the game besides ID collisions and missing models that the engine and FDS must look for and account for in-game. Your connection speed, the server's connection speed, and the route through both determine lag... As well as the game's netcode.****, I was hoping you'd have left by now.ACK, a poor system can also lag you, what I call FPS lag.
