
Subject: C&C_Fortress goes MIX

Posted by [Anonymous](#) on Mon, 13 May 2002 21:29:00 GMT

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This will be my final update for this map, unfortunately the GMax file went Poo, and I only have early backups of it, so that's it for Fortress. I do have a 2nd map in the works and I've been messing around with sea units and buildings too so I'm not done, just Fortress..Edit: if GMAX can't open the file is there a way to 'uncorrupt' it. So here it is the last version of Fortress V2.0 Changes. It's a MIX file! added thte official ramps fixed the bunker bug [May 13, 2002: Message edited by: Galdrog]
