YAY I commander now   ** sorry, i get excited about the little things..anywayz here is a little update for all the kiddies at home.I am making a new mod (don't worry it is still a fully playable AI mission, got tired of the same old levels) now here is the kewl part, this is the bumpiest, best looking terrain wise map i have seen yet (well my opinion is very biased you know) it will have a village (with AI civs) a tiberium growth area (with random mutant sightings) 4 different NEW Ai units (ill post them later) AI Vehicles (ground only   ) and some seriously kick A$$ eye candy.i will post some screen shots soon @ http://www.Dante-AI.tktill then, keep checking and bumping right alongDante