
Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [Naamloos](#) on Sat, 21 Jan 2006 15:58:29 GMT
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Sorry, probably not this weekend, I'm too busy playing the guildwars chapter 2 preview which can only be played this weekend. (www.guildwars.com) (everyone can join btw)

My goal will be to have atleast 2 new stages, and other changes in the next beta.

Quote:and the bump maps need to be hidden when you compute and solve.

Compute and solve? I never used that, what does it do?
