
Subject: Re: C&C_GDI_Survival
Posted by [Veyrdite](#) on Sat, 08 Sep 2007 07:42:41 GMT
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Missing texture on gt legs and the wall objects need NotTargetable enabled in LE. Also need to use different texture in tunnel, as well as tessellating the tunnel.

Other than that its not bad. The level would be better if it was night.
