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Subject: Re: C&C\_Epocilation

Posted by [Chuck Norris](#) on Wed, 12 Sep 2007 17:19:59 GMT

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Tested it, and I say it's an excellent map. A little CPU intensive it seems, but good map and nothing big wrong with it. All I found wrong was, as you said, visual errors. Some were already listed here, some I didn't see listed here.

I uploaded the images. Most of them are self explanatory, and the problem is circled in Red. I've had characters disappear, part of buildings disappear, textures on buildings and the Medium tank disappear, and the crystal and lights on the Obelisks disappear. I only tested the Orca and Medium tank as far as vehicles go.

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File Attachments

1) [ScreenShot01.jpg](#), downloaded 616 times

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2) [ScreenShot02.jpg](#), downloaded 623 times



3) [ScreenShot03.jpg](#), downloaded 613 times



4) [ScreenShot04.jpg](#), downloaded 615 times



5) [ScreenShot05.jpg](#), downloaded 612 times



6) [ScreenShot06.jpg](#), downloaded 617 times



7) [ScreenShot07.jpg](#), downloaded 607 times



8) [ScreenShot08.jpg](#), downloaded 609 times

