## Subject: Re: Map Fixes
Posted by crazfulla on Sat, 13 Oct 2007 19:03:26 GMT

Urgh, yeah I probably could but it would take a while. Siege is pretty much finished -

VIS data is done.
Rocks to block barrier jumping.
Guard Towers added for GDI.

Just a few missing textures as you can see in the attached screenie...

## File Attachments
1) Siege Fix.jpg, downloaded 142 times

SW

100
100

Credits: 548
Time Remaining: