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Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08

Posted by [JeepRubi](#) on Fri, 11 Jan 2008 18:03:25 GMT

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R315r4z0r wrote on Tue, 08 January 2008 16:05Burrow:

(Previous WIPS have been posted on the Reborn forum already. This is just with the added structures)

<http://i27.photobucket.com/albums/c175/r315razor/maping%20updates/Bur01.jpg>

<http://i27.photobucket.com/albums/c175/r315razor/maping%20updates/Bur02.jpg>

<http://i27.photobucket.com/albums/c175/r315razor/maping%20updates/Bur03.jpg>

Yes, 95% of the map is an underground tunnel.

Original Map Concept : THeTA

My siggestion would to be removing all of the dead ends and having it so you can just keep running instead of having to turn around. As it is I can tell you that this map won't be very popular

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