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

Posted by [R315r4z0r](#) on Fri, 11 Jan 2008 20:27:04 GMT

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OMG JEEPRUBI wrote on Fri, 11 January 2008 13:03

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. The map didn't originally have dead ends. But after I posted the first WIP, someone suggested it, and everyone agreed, and so I put in dead ends.

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