
Subject: Re: RELEASE - C&C Islands Tunnels
Posted by [Di3HardNL](#) on Tue, 06 Jan 2009 14:55:38 GMT
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There could be some little bugs ofcourse, but on your screen there is no terrain at all

And I didnt add that much polygons
The original tunnels model size is 344 KB.
My tunnel model's size is 364 KB.

I did have to edit some presets in LE but they were automaticly saved in the .MIX I guess.
Because you don't need any objects.ddb.

But I'll try figure this out, because I feel bad that it doesn't work for you.

Is it ACTUALLY WORKING for ANYONE except me?
