
Subject: Re: Release - C&C_Hourglass_Flying_BETA

Posted by [Mauler](#) on Fri, 09 Jan 2009 04:40:19 GMT

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Might be a good idea to implement a VIS system on that map (considering you have flying units enabled), Would likely help most players combat lag/vis issues. The black areas might be due to the alpha blending not set up properly? (i.e VAlpha enabled on mesh).
