
Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by [DarkKnight](#) on Tue, 13 Jan 2009 16:33:46 GMT
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then you didnt download the lastest version.

here: www.wpi.edu/~mjfabian/C&C_Hourglass_Flying_095.zip

Ok after further review. Id remove the trees near the OB. You can fly and orca right to it and the ob will never fire. Id also add ramps and remove the killzone because its not constant in all areas. Id also add a no fly zone over the pp stacks.

Don't get me wrong love the map. Still one of the best I've ever seen. Great quality. Can't wait for the finished version
