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Subject: Re: [Map] - C&C\_Hourglass\_Flying\_BETA  
Posted by [DarkKnight](#) on Thu, 15 Jan 2009 13:32:50 GMT  
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Its nice. we had it up and running on newmaps last night. Only suggestion I had was to add a couple turrets to the left of the OB for added protection.

To bad all ren maps didn't look this good. He did an awesome job.

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