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Subject: CnC lightwave

Posted by [maytridy](#) on Mon, 18 Aug 2003 01:16:53 GMT

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Hey! I remember testing that! Hehe, that was fun.

Quote:bugs:

missing texture for the Nod Teleporters

missing texture in the hallway outside the Nod PP

couple of minor welding problems (not really important)

compute vertex solve needs to be ran

falling through water = blue hell maybe put in an extension of that shaft, and put a floor in about 50 ft down or something

I remember telling you about those same bugs. You should come out with a v2 with the fixes.

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