
Subject: C&C_DMCenterTS is released.

Posted by [General Havoc](#) on Sat, 30 Aug 2003 10:28:46 GMT

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Just 1 question relating to the terrain on that map. It looks like it was originally part of another map or something. On the original version there is the tunnel area blocked off by a plane with a texture on it - and it doesn't look so good as you could see behind it. If you opened it up in the W3D viewer you can see that it looks like it would have led to another area through the tunnel. On the new version you have unblocked it but put a barrier there. It just doesn't seem like it was meant to be a feature of the map?
