
Subject: Re: C&C_The_Canyon (Wip infantry map)
Posted by [crazfulla](#) on Tue, 04 Oct 2011 02:29:56 GMT
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Blazea58 wrote on Mon, 03 October 2011 18:56 Thanks alot ill give these ones a try, looks like they are the open ones which i don't really like as much, but they will still do the trick I think they are pretty cool how the top flies off lol. Some of the destroyable buildings (like on mutation redux etc) are buggy and allow infantry to get into stupid palces, but these silos don't. A few maps use these, like Cairo, and they work just as well.
