
Subject: Re: Tiberian Technologies Special Collisions
Posted by [Generalcamo](#) on Mon, 18 Jun 2012 01:45:10 GMT
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Well, I don't see "Air Units" but I could use this to make something close to that. I could set my air units to be "C4" and my boundaries to be "Water Edge Block" to get the results I want. Thanks for that saberhawk. You are really helpful.
