
Subject: C&C_Bio Testing

Posted by [Deafwasp](#) on Thu, 18 Sep 2003 18:45:17 GMT

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It has many errors. One such error is the lab in the cave, at least one wall has no collision settings, so i fell right off the map. Another, you should slowly die, like in a tiberium feild when you fall in the monster. Plus needs a lot more texture work. But it still is a pretty good map idea and shows much effort.
