
Subject: something new im working on

Posted by [Titan1x77](#) on Wed, 15 Oct 2003 11:51:04 GMT

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Looks like I'll need VIS anyways....ive seen large maps that only process 1 base at a time run fine without VIS...But im thinking This map deserves VIS.

looking for some small details to add to the tunnels and also some tib plant life to add to the 3 fields i have on the map.

I'll prob place a couple of viceroids near the fields...it will be my 1st experience with bots.

heres a few screens of my progress after 3 days of work so far