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Subject: new level

Posted by [haloclone](#) on Sat, 20 Aug 2005 01:12:30 GMT

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im gonna try to slap a level together with everything i can, if anyone would like to beta test it, it should be done in about a month

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Subject: Re: new level

Posted by [Obelisk](#) on Sat, 20 Aug 2005 01:57:20 GMT

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I would be happy to beta test your map. would you like to try one of my maps? you dont have to test it or anything.

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Subject: Re: new level

Posted by [haloclone](#) on Sat, 20 Aug 2005 16:29:17 GMT

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this may take a while longer im haveing a save issue

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Subject: Re: new level

Posted by [haloclone](#) on Sat, 20 Aug 2005 20:37:31 GMT

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alright i fixed the save issue, but i have big gap that i need to fill in now almost fixed

{current progress}

Lag = 0

Buildings = all MP buildings and a few SP

Defenses = 1 Obelisk and AGT, 7 nod defense turrets each

General Layout = 5 buildings surrounding center crashed one.

Extra stuff = destroyed vehicles around, 2 civilian vehicles

Current Setback = Collision gap in ground

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Subject: Re: new level

Posted by [JeepRubi](#) on Thu, 25 Aug 2005 23:33:17 GMT

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ill test it.....

contact me on msn when its done (jeepubi@hotmail.com)

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