Well the tunnels dont have to be all underground(that's not really what I meant anyways),it can help guide the players to the other base....but it's your call

I'll give an example...well for some reason I tried to open the .w3d and it crashes W3d viewer. I was going to draw it out, oh well. What I mean is to draw a imaginary straight line from one base to the other....if a large hill comes in the way a small tunnel thru it will help infantry reach the other side quicker,and give cover....you dont need to make one large tunnel,and it's certainly not what any players would want.

Make sure your map is FINAL before you do any type of VIS generation.

BTW...your .mix file is huge, you got scripts.dll,objects.ddb and strings.tdb and all the .ini's inisde of it.

Use RenegadeEX to open the .mix up and delete the excess files.

Not sure how you exported to .mix, but it exported alot of unneeded files.