
Subject: Re: C&C_Twilight.mix
Posted by [JeepRubi](#) on Tue, 10 Jan 2006 23:29:00 GMT
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It is open, there is a straight line but there are also alternate routs, no tunnels.

It takes a fair amount of time... a bit shorter than desert seige 2.

Just so you guys know this map is really only a test map for me, i wanted to try out mor with the alpha blending and stuff. i now realize that there is too much open space and the view distance really kills the map. I thin it would be a good map for ren alert if i could find there tools.
