
Subject: Re: C&C_Epocilation

Posted by [Chuck Norris](#) on Wed, 12 Sep 2007 17:19:59 GMT

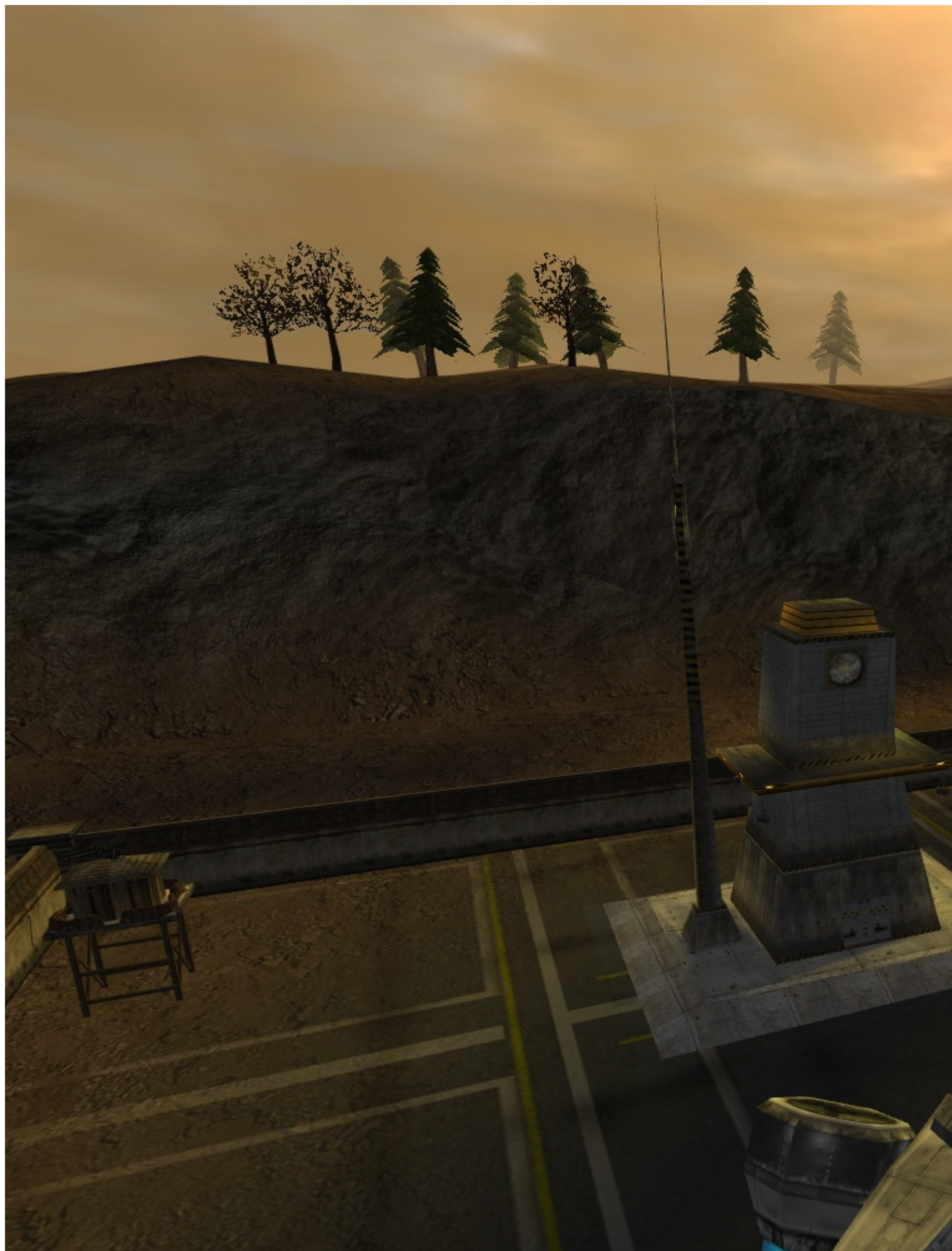
[View Forum Message](#) <> [Reply to Message](#)

Tested it, and I say it's an excellent map. A little CPU intensive it seems, but good map and nothing big wrong with it. All I found wrong was, as you said, visual errors. Some were already listed here, some I didn't see listed here.

I uploaded the images. Most of them are self explanatory, and the problem is circled in Red. I've had characters disappear, part of buildings disappear, textures on buildings and the Medium tank disappear, and the crystal and lights on the Obelisks disappear. I only tested the Orca and Medium tank as far as vehicles go.

File Attachments

1) [ScreenShot01.jpg](#), downloaded 466 times

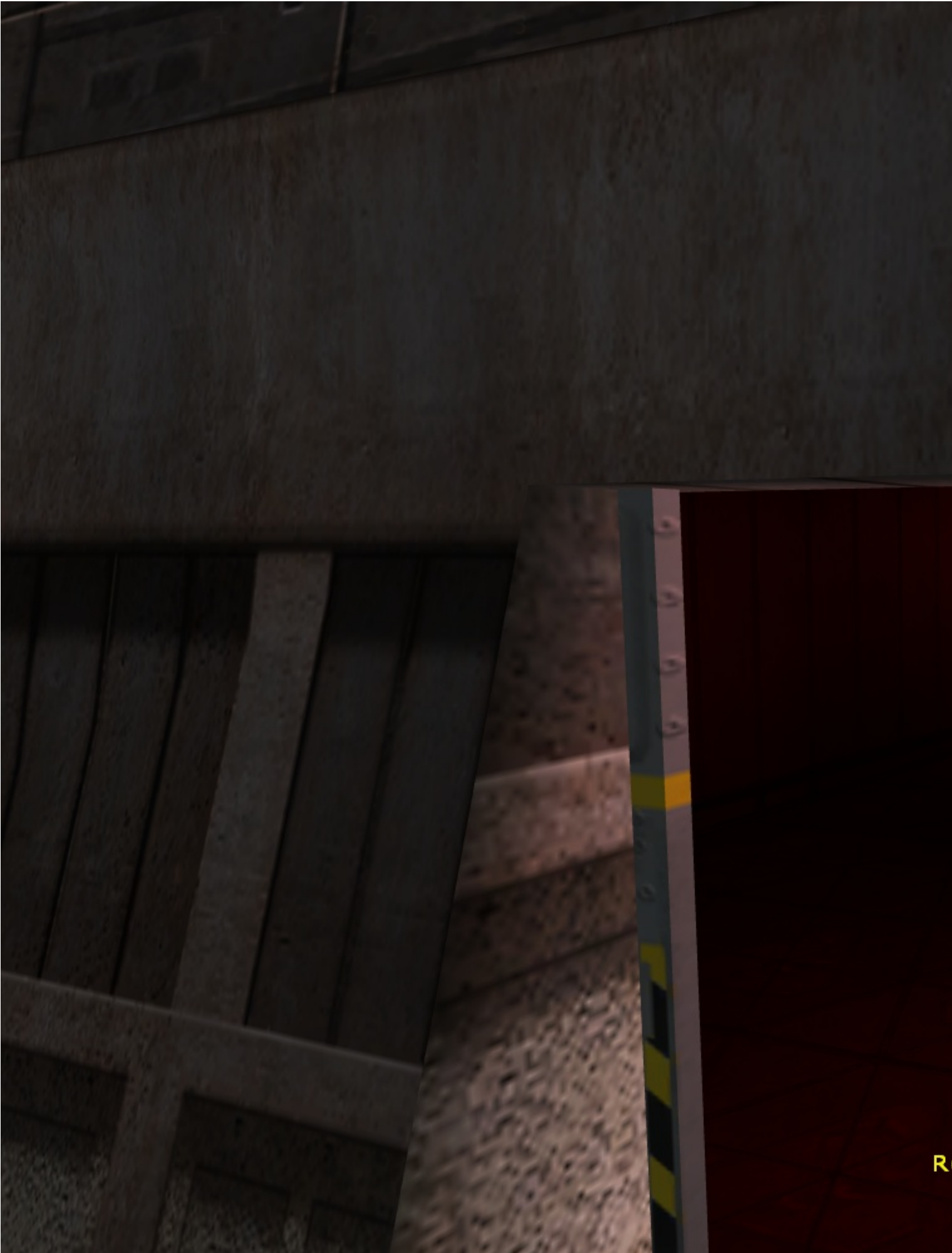


2) [ScreenShot02.jpg](#), downloaded 471 times



Renegade

3) [ScreenShot03.jpg](#), downloaded 455 times



4) [ScreenShot04.jpg](#), downloaded 459 times



5) [ScreenShot05.jpg](#), downloaded 461 times



6) [ScreenShot06.jpg](#), downloaded 466 times



Renegade

7) [ScreenShot07.jpg](#), downloaded 450 times



8) [ScreenShot08.jpg](#), downloaded 456 times

