
Subject: Re: C&C_Epocilation

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

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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 673 times



2) [ScreenShot02.jpg](#), downloaded 684 times



3) [ScreenShot03.jpg](#), downloaded 671 times



4) [ScreenShot04.jpg](#), downloaded 675 times



5) [ScreenShot05.jpg](#), downloaded 672 times



6) [ScreenShot06.jpg](#), downloaded 676 times



7) [ScreenShot07.jpg](#), downloaded 666 times



8) [ScreenShot08.jpg](#), downloaded 666 times

