
Subject: Re: Map Fixes

Posted by [crazfulla](#) on Sat, 13 Oct 2007 19:03:26 GMT

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Urgh, yeah I probably could but it would take a while. Siege is pretty much finished -

VIS data is done.

Rocks to block barrier jumping.

Guard Towers added for GDI.

Just a few missing textures as you can see in the attached screenie...

File Attachments

1) [Siege Fix.jpg](#), downloaded 516 times

