Subject: Re: CnC Assault 0.4.0 - build, command, conquer
Posted by Altzan on Thu, 27 Jan 2011 06:39:40 GMT
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Lots of improvements in this version! You guys are doing great!
I like using vehicles for building placement rather than beacons.
And the refinery and power plant work great.

Two questions:
Have you tried any methods of improving building placement (like a keybind that flashes an empty shell of the building so you can get a glimpse of where it'll be)?

And is there a server still going for this?