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Subject: Re: New mapping project C&C\_?  
Posted by [iRANian](#) on Sun, 06 Nov 2011 19:21:14 GMT  
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He stated he slapped the textures on quickly to showcase something that isn't purple or w/e RenX colour(s).

Nod currently has an easier time defending as they have 2 entrances while GDI has 3. Could you move the WF to the left and make the tunnel lead to the right of it, so it mirrors the two entrances in front of the Strip?

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