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Subject: JonWilson - Possible to add, delete, or alter the size of a  
Posted by [Anonymous](#) on Thu, 16 Jan 2003 19:42:00 GMT

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Considering that the tiberium is really part of the map and is just a texture I'd say it'd be fairly hard to do. Would have to work around it somehow. One idea: Split the tiberium up into segments. Basicly one model, but have a bunch of it. Then, each time as the harvester passes through, delete some of the outer segments. The bigger the field the more lag though. Sponges could be like the same: Seperate presets with diff models. Delete and remake as time goes by/harvester goes through.

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