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Subject: New Conquest Island screens

Posted by [Anonymous](#) on Wed, 02 Oct 2002 14:23:00 GMT

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Francois The lose radar was already implemented into the comm center, I didn't have to work on it other than add a temp clone with the announcements. DeafWaspl know the beach needs something, and I've been trying to think of what I could add. satx007 Yeah, I think I'll hold another beta test because of all that I've having to change. ACK Actually, most of the beach is sand blended onto the main dirt tex. I suppose you are right, it does look dull, so I'll tessalate and work from there. The new structures do need some work, but I won't scrap them because I've already put too much work into them, and I think alot of players like the idea. I'll also adjust the water. I put the emissive light too far up on it, so that is why it is so bright. Thanks for the comments .

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