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Subject: ACK could you please revel the mystery of Gobi & Sand???

Posted by [Aircraftkiller](#) on Mon, 14 Apr 2003 00:49:42 GMT

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I must have left an aggregate bone in there accidentally. The Infantry Barracks was one structure that I didn't move or replace, and just retextured instead.

Yes, the dev team had originally planned to do two level structures in the initial phase of designing multiplayer maps - it didn't come to pass when they figured out that the netcoding wasn't able to support elevators. One must wonder why they didn't approach it in the fashion that I did with Basin and cut a hole in the floor and add a ramp leading down instead.

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