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Subject: Re: C&C Reborn : Nod Obelisk

Posted by [Chronojam](#) on Wed, 30 Nov 2005 18:45:48 GMT

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Renardin, I'm not trolling. Read what each person said over again if you think I am.

I'm not asking you guys to retexture the damn Obelisk, but that's what it seems like you guys think. I'm pointing out the fact that the base of the Obelisk is wrong compared to everything but that one sketch. It should be wider, less like the TD obelisk and more like the TS Nod Radar base. You're doing FS-era technology, yet making your Obelisk very TD influenced; why?

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