
Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)
Posted by [Sir Phoenixx](#) on Thu, 01 Mar 2007 22:11:36 GMT

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I'd use walls in TS and make a nice, paved base with walls when I could, most of the time there was too many cliffs that I'd have to make the walls zig-zaged, or there were elevation changes in the way. Unless they make it so the walls follow the elevation changes and can be placed free form (instead of at right angles), then I don't think I'll be using walls except to surround the construction yard, etc. if they're put back in.
