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Subject: Re: C&C\_Lost\_Base.mix

Posted by [Darknes2](#) on Fri, 24 Aug 2007 21:39:40 GMT

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ok i am not going to use heightfeild for the map that ws just so the base buildings didnt show the lower levels and yes thats the same building over and over but ima get more. i dont have any s.s update right now. but its coming along i modeled the prism tower from ra2yr btw probly wont b in this map.now i just have to figure out how to make glass in gmax.

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