
Subject: Re: C&C_Epocilation

Posted by [R315r4z0r](#) on Wed, 05 Sep 2007 19:55:44 GMT

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I should be able to handle it on my own, but if I need help, you will be the first one I ask, since you volunteered.

Here is a to-do list of what I suspect I need to redo. Somethings I have already done, and are not on the list, and somethings I am just not thinking of, and will pop up when the time comes.

- Place building controllers
- Set construction yard controller to repair other structures
- Set up small base defenses (Guard Towers, Turrets, Anti-Air cannon and SAM sites)
- set up harvester waypaths
- set up player harvest zones
- Place trees
- Place Destroyed vehicles
- Place destroyed vehicle barriers
- Place Smoke
- Put in player spawners
- Put in weapon spawners
- Put Tiberium crystals in fields
- Map decor (DSAPO)
- Fix traffic lights
- Place Wall segments
- Civilian Vehicles
- Generate pathfind sectors
- Generate VIS

Small things, but there is a lot of em.
