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Subject: Re: Tiberium

Posted by [Trio](#) on Wed, 26 Dec 2007 23:54:49 GMT

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Jeep Rubi wrote on Wed, 26 December 2007 15:18 You would need to either have it as a flat texture replacement or only custom maps could have it.

What about remodeling the tib spikes into a group of tib spikes from cnc3? and then skinning the flat part that isn't covered by tib spikes could just be something relevant.

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