
Subject: Re: C&C_Siberia

Posted by [crazfulla](#) on Fri, 28 Aug 2009 06:51:19 GMT

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There aren't any really flash landmarks at present. I made the basic terrain a while ago when I was experimenting in RenX, so I never really knew where I was going with the map lol. but yeah it looks like Tiberian Sun so I was thinking of adding some TS buildings.

Anyone care to make me somes?

You can see there is a tunnel near each Refinery, that leads to the tib fields. There is a teleporter in each Refinery also that sends troops to the tib field so they can better defend the harvester - given that harvesting is player controlled.

I would like a server to test it on at some point. At the moment only the bases are setup, need to add a few emitters, crate and weapon spawns, etc, just general junk.

Oh and if you want to see an overview click [here](#)
