
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Sun, 14 Aug 2011 06:03:55 GMT

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Aside from bug fixes and some extra details like the elevators and some ramps, this is pretty much ready for release. It needs game-play testing before that, but I'm glad to be getting near completion on this project.

I've taken the liberty of allowing the Ore Refinery to become infested with Tiberium. I figured there needed to be some good reason why the structures are empty - this would be it.

There's a few more niggling problems that I'm running into, such as the gun turret spawners causing a crash to desktop. Otherwise I should have a public game-play test up and running within a week if I'm not being kept busy with family and job hunting.

Also, the blossom tree was split into two parts and now the blossom portion seems to be completely lit at all times. I'll have to check that and see why it's bugging out.
