
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Tue, 16 Aug 2011 02:41:58 GMT

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Regarding ramps on the structures, I'm going to create custom ramps for some of the buildings that are better served with ramps. I will make it so that you can't land on top of the Shrine of Nod, since there's nowhere you can put ramps on it that would make any logical sense.

The Communications Center, Advanced Communications Center, and Power Plants will use elevators to reach the building exteriors. The Hand of Nod, Airstrip, Weapons Factory, Tiberium Refinery, and Construction Yard will use ramps to do the same thing.

The Barracks is a special case. I will have to design a different type of ramp for it, but I'm not sure how I'll go about it yet.
