
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Thu, 18 Aug 2011 20:47:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

I have the ramps and elevators installed now. Changes:

The Hand of Nod has a helicopter pad on the roof. The pad is slightly elevated over the cement.

I removed all of the "sandbags" from the flying ramps and put in chain link fences on certain areas, like the front of the terraces on the sides of the Hand of Nod.

The Weapons Factory's ledges can no longer be accessed, you will slide off and fall to the ground. The building is complex enough, I didn't feel that you needed a beacon position virtually everywhere on it. The uppermost area is fenced in with chain link. The stairs are vertex matched to the structure so that light flows over it properly.

The Barracks had the goofy "filler" on top removed. The "band" going across the top has also been removed. I re-textured it and modified it somewhat so that it's vertex matched to the Barracks - again, for lighting purposes.

The Tiberium Refineries have a custom-made ramp that fits them in the rear, with chain link fencing on top. This helps with the space restrictions in the GDI base, since I cannot fit the full ramps in with the road in the way.

The Construction Yards have several custom ramps, again, with vertex matching and chain link fencing.

The Tiberium Silos can be climbed on by a little ramp I placed into the front of the "foot" that extends near the pipes. You can also walk over an invisible ramp that allows you to travel over the ramps without jumping.