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Subject: C&C Noddingham

Posted by [Aircraftkiller](#) on Wed, 04 Jul 2012 02:26:00 GMT

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I should have released this years ago, back in 2002/2003 when it was first given to me. It originally looked like this:

I've removed the fake billboard trees and put in a modest amount of 3D trees in their place. I also removed all of the old trees that looked rather unrealistic in favor of the ones you see here. In addition, I've added a system of caves and passageways carved into the mountain that have six different points of access. I may consider allowing cave access from the bases so that there's more variety for infantry.

The "new" TD structures are in place now. They need to be rigged up in-game. I'll be getting that part working over the next few months. Please excuse the textures on the terrain - and any oddities you'll see. This is a very early version of the map. I figured you guys would like to see what I've been working on beyond just the buildings I've shown. Comments are welcomed. If you have suggestions, list them and I'll look into what's promising.