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Subject: Re: C&C Noddingham

Posted by [Aircraftkiller](#) on Wed, 29 Aug 2012 02:39:27 GMT

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Ethenal: The buildings are done outside of being rigged in-game. The Weapons Factory itself isn't completed totally, it's just mostly rigged and ready to go. For argument's sake, we'll call it done.

Done:

Weapons Factory

Fully completed exterior and interior, but just needs rigging and/or light mapping:

Infantry Barracks

Hand of Nod

Tiberium Refinery

Airstrip

Turret

Guard Tower

Repair Facility

Concrete Wall

Chain Link Fence

Sandbags

Exterior is completed:

Advanced Guard Tower

Power Plant

Advanced Power Plant

Communications Center

Not started:

Advanced Communications Center

Construction Yard

SAM Site

Obelisk of Light

Helipad

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