
Subject: JonWilson - Possible to add, delete, or alter the size of a
Posted by [Anonymous](#) on Fri, 17 Jan 2003 09:06:00 GMT

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quote:Originally posted by NameHunter: quote:Originally posted by Blazer: quote:Originally posted by NameHunter:Considering that the tiberium is really part of the map and is just a texture I'd say it'd be fairly hard to do. Would have to work around it somehow. Correct me if I am wrong, but the tiberium texture has nothing to do with it. Its the tiberium zone object that makes the area "harvestable", ie you don't need the tiberium texture if you don't want it. Yes, that's true, but it'll probally look strange/half the people won't relise what the harvester is actually doing if there's no effect on the tiberium texture. Then again, I could be wrong on that part. I don't get it, why would the harvester harvest the tiberium ground, I thought it was supposed to harvest the actual crystals.
[January 17, 2003, 09:06: Message edited by: OrcaPilot26]
