
Subject: C&C_FlyingBase

Posted by [Anonymous](#) on Wed, 25 Dec 2002 13:36:00 GMT

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here is an Idea so no flaming starts, make a bit like cloud city from star wars, add a texture that circles both bases, have a cloud texture move across it, and add a plane under both bases, like an overhead picture of the ground, that way it will look high up. Call it Cloud city or something, add a floating city, not need many buildings, in the middle with bridges to each base. so peeps can still use tanks. then add Tiberium in a loading dock somewhere in the city.wont take long.orleave it the way it is. ()
