
Subject: Re: C&C_Grassland

Posted by [LR01](#) on Fri, 01 Sep 2006 16:20:16 GMT

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Yes, yes I'm busy, I look at it now, (same time as my map)

Well, needs work as you know, there are gaps, and there is a piece of Tiberium that doesn't belong there, as for the Tiberiumfield, its a little simple, try to make some height, and Tiberium cristals are always nice,

make a nice background,

a little balance, (this is renegade to but) when I enter the Nod base I can get in any building I want, when I'm Nod I get shot with infantry and light armor in a few seconds,
