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Subject: C&C Desolute

Posted by [Khadman](#) on Mon, 23 Jun 2003 01:44:39 GMT

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Heres an ingame pic of the nod base from the GDI side. It makes the base look like a fortress

<http://www.n00bstories.com/image.view.php?id=1196667348>

As you probably expected, i need some assistance with the Purchase Terminals, the harvester, the WF and AS droppoints, the base defences firing when supposed to, and some "texture not found problems." I dont know how to put on the Pts but i think they are somewhere in LvIEdit. The tiberium texture is coming out as a black patch even though i correctly added the texture to the map. Also, projectiles dont hit the PP for some strange reason. Other than that and a little bit of terrain errors and mistakes, it looks nice.

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