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Subject: Re: C&C Islands Islands Progress  
Posted by [Di3HardNL](#) on Fri, 12 Dec 2008 20:04:25 GMT  
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ErroR wrote on Fri, 12 December 2008 13:57make a pit down there.. not necesarely tiberium and add the wind sound so it shows it's a deep pit (and make the logos look like they're inscribed in cement cuz i don't like them that way, sry )

Thanks for the ideas!, but what exactly do you mean with a 'pit' can you search a image of one on google or something and show it to me Or is it just the same as what i did in refinery interior?

And with inscribed logo's you mean they are raising out of the ground?

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