
Subject: [Map] - C&C_Hourglass_Flying_BETA
Posted by [Fabian](#) on Tue, 06 Jan 2009 19:43:45 GMT
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I'm doing a remake of C&C_Hourglass where flying vehicles will be allowed. The map features all new terrain geometry, textures and props. Nothing has been recycled from the original.

Pics: <http://www.apathbeyond.com/forum/index.php?showtopic=18629&hl=C&st=0>

Make sure to look at the bottom for the most recent pics.

However, I noticed that the buildings do not appear darkened when they are destroyed. The interiors look fine, but it's hard to tell that a building is destroyed from the outside. I also noticed that most fan maps suffer from this, yet I know neosaber made fully destroyable buildings (I cannot find the download for this).

Can someone point me in the right direction?
