
Subject: Re: CnC Assault 0.3 - build, command, conquer
Posted by [ArtyWh0re](#) on Tue, 31 Aug 2010 13:04:50 GMT
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Phase-transport wrote on Sat, 28 August 2010 05:48 This is excellent, considering you modelled some structures to make it like tiberian dawn!

Downloaded.

I agree. I love the actual foundation of this mod. It is a new game mode, Renegade with a construction yard that you use to build more buildings.

Have you thought about putting AI bots in this?

Constructive criticism:

-At the moment we have to buy from the purchase terminal and then go out side and then into the hanger.

There should be a tunnel/corridor in the construction yard between the purchase terminal room and the hanger.