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Subject: Re: RA\_Fjord

Posted by [Aircraftkiller](#) on Fri, 10 Jun 2011 03:29:50 GMT

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Got some more work done. I think I'm finished with the interior. I've added the second floor multiplayer TV sets above the MCT. The lighting should be finished, as well. I was considering adding more to the building's interior, but I felt that it wouldn't fit into Renegade's current MP interiors which are generally bare.

Right now, I have made space on Fjord for the following buildings:

GDI: Construction Yard, Barracks, Weapons Factory, Adv. Comm Center, Repair Facility, Helipad, Tiberium Refinery, Tiberium Silo, Advanced Guard Tower.

Nod: Construction Yard, Hand of Nod, Airstrip, Comm Center, Repair Facility, Helipad, Tiberium Refinery, Tiberium Silo, Obelisk of Light, Shrine of Nod, Turrets, and SAM Sites.

I'd like to surround each base with walls and base gates. I will probably end up taking out the major base defenses, and leave only SAM Sites, Turrets, and Guard Towers. I may also end up creating a new Guard Tower model that's more in-line with the old Tiberian Dawn version, since the one in Renegade looks completely non-functional and ugly.

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