
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Fri, 10 Jun 2011 20:56:09 GMT

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I'm not adding additional floors. I'd have to redo the light mapping in the other buildings for that to work, since everyone hates elevators. The two-floor structures for GDI have light maps and elevators.

I'm not sure how I'd go about making the beacons "do more damage". I guess he means increasing the radius of the beacons? I suppose I could do that, since the bases will be larger.
