
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Mon, 01 Aug 2011 22:59:01 GMT

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I'll put up a download link for anyone interested in testing. It will have a different filename than C&C_Fjord.mix so that it will not conflict with the release version.

The sewers are completely painted and pretty much finished. I may make the fences shorter than they currently are. How it works: You shoot open the grates, since they're a shatter-able object. Once you do that, you can come and go from the sewer as you please.

The Nod base will not have underground "tunnels", but will have several alternate ways of entering the base compared to the GDI base. The sewer exits at the aforementioned points, and the exits are clearly marked with signs such as "GBAR" and "GCON" so you know where you're popping out.

The sewer dumping area isn't really spectacular, but does have some good lighting in it. I'm happy with the whole thing so far, but I do need to work on the transition from the ore mines to the sewers.

This is a very early stage of the ore mine/sewer transition. I'm happy with how the rock meets the concrete, and will probably not need to change anything in that regard. I do need to finish mapping the ore mine's walls, but otherwise this part is basically finished.

I'm putting a forest up on the Nod side of the level and should have a good amount of coverage by tomorrow.
