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Subject: Re: RA\_Fjord

Posted by [Aircraftkiller](#) on Sat, 10 Sep 2011 15:57:17 GMT

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Building interiors that aren't made by Westwood using their W3D export tool will not change lighting. Saberhawk would need to finish his light map tool for me before I could be assed to spend the time to create another set of lights and light maps for my interiors. Otherwise they won't switch when the building loses power or is destroyed. There's just no way to do it, unfortunately, without his help.

I fixed the GDI Refinery/Nod Construction Yard last night. They have spawners and terminals now.

The truck doesn't respawn, it's just a vehicle left over from when the civilians evacuated from the Tiberium infestation of their mining village.

I felt that shooting out the drains is the easiest way for everyone to be able to participate in the fight. I did the same thing in Metro/MetroTS.

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