
Subject: Re: C&C_Tiberium_Wasteland (LOOK ITS BETTER)

Posted by [JeepRubi](#) on Mon, 05 Dec 2005 01:52:06 GMT

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New Version!

OK, ive added some stuff. Heres a list:

- Walls around both bases.
- Crystals and trees added tiberium feilds and in cave.
- Weapon Spawners.
- Alein space craft chrashed outside nod base.
- Some buildings and outposts around the map
- Another hummer available for purchase
- Fixed some of the other flaws and small gliches in the map.

I was going to add some vis sectors but i can't because of the problem were i can no longer edit the terrain.

Here are a few screenies.

And the download.

File Attachments

1) [gdi.jpg](#), downloaded 526 times



2) [ship.jpg](#), downloaded 521 times

