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Subject: Re: My new project

Posted by [Cpo64](#) on Wed, 03 Jan 2007 01:35:45 GMT

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As said above, atm there is no "NOD base" simply a spawn area. I may add some sorta "Forward Assault Base" or something if I can muster up some building design ideas, if someone else could do it (with some skill) I would be ever so thankful. Or I may end up adding a nod base in the rear.

I am looking for some good tiberium textures alternate to the one that ships with renegade. If anyone has any, or knows where I can get some, please let me know. This map is going to be tiberium heavy, and I would like some variation so its not one big sea of ugly greenness. If anyone has any other suggestions for dealing with the repetitiveness, input is welcome.

Another Update (All textures, and city buildings are stand ins):

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### File Attachments

1) [bluezone2.jpg](#), downloaded 767 times

