KhadmanHeres an ingame pic of the nod base from the GDI side. It makes the base look like a fortress

http://www.n00bstories.com/image.view.php?id=1196667348

As you probably expected, i need some assistence with the Purchase Terminals, the harvester, the WF and AS droppoints, the base defences firing when supposed to, and some "texture not found problems." I dont know how to put on the Pts but i think they are somewhere in LvlEdit. The tiberium texture is coming out as a black patch even though i correctly added the texture to the map. Also, projectiles dont hit the PP for some strange reason. Other than that and a little bit of terrain errors and mistakes, it looks nice.
Most the answers to to your questions can be found in renhelp, go to ModX for that.
To get base defences to work you need to have scripts in you mod folder (instructions in renhelp)
The black patch instead of tiberum is because you for got too click the VAlpha, (instructions in renhelp)
The texture problem can be fixed by copying the texture into your mod folder/editor cash folder.