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Subject: Re: Tiberium

Posted by [Trio](#) on Thu, 27 Dec 2007 04:03:24 GMT

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cnc95fan wrote on Wed, 26 December 2007 17:59It would be hard to get it properly like the cnc3 tiberium, that is, if you want it to disappear with the harvester, you would need a script for that, otherwise.. do it like you normaly would make a Tiberium field... exept just put tiberium crystals there.

The disappearing would be unnecessary, I just wan't the model. How it gets done isn't a problem, as long as it works.

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