
Subject: I've started work on a new map, C&C_Wasteland

Posted by [Falconx1](#) on Thu, 19 Jun 2003 11:34:03 GMT

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Screenshots labeled Wasteland11 thru 19 feature the alpha blending you mentioned. AircraftKiller was kind enough to bring that to my attention and help me with fixing it.

As for the cliffs, I had to make sacrifices on account of the poly count. Step cliffs will add quite a few polies to the map.

Also, question for all. What is your harvester preference, Short path guarded by base defences, or long path open to attack by the enemy?

In about 2 days I should have a working build of the map ready for testing, but no promises.
