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Subject: CnC Reborn : GDI Hover MRLS

Posted by [Doitle](#) on Mon, 13 Sep 2004 00:26:01 GMT

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It looks good to me. Doesn't look very plasticity. I do notice however several problems with texture resolution. It looks like a larger part of the texture was devoted to the sides than the top of the front. It looks of a much lower resolution than the sides. Same problem on the base of the cupola, the gra part. The texture looks so very low res there that it reminds me of Sim copter. Anyhow those are the only minor problems I see, over all great job all those who worked on it.

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