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Subject: Suggestion for CP2,to make Renegade..nice. :P

Posted by [Coolair](#) on Mon, 09 May 2005 19:37:35 GMT

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The detailed textures for the buildings would be a very good idea. And also try to texture them as detailed as Renegade Alert structures ( or even more!)

I always looked on Renegade textures as rushed. I was looking at the GDI Weapons Factory the other day and it looks so crappy with its streched textures.

I hope the structures can be updated

Keep up the good work CP1/2 Development team

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