
Subject: [map]C&C_MoonLight
Posted by [jnz](#) on Sun, 17 Jun 2007 16:09:08 GMT
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Uses:

PaperTexture.tga and Asphalt_03_013.tga - Blaza
water_reflect.tga, water_texture.tga and bump_water -
<http://renhelp.net/index.php?mod=Tutorials&action=view&id=30>

Buildings for RenX with Proxies - renhelp.net

Constructive criticism please Some of the textures, EG tiberium. I couldn't make them look right :/
I like the overall look of the map, though.

http://www.dansprojects.com/Maps/C&C_MoonLight.mix

EDIT: Thanks to mero for teaching me a few things.

File Attachments

1) [ssl.png](#), downloaded 432 times



2) [ss2.png](#), downloaded 433 times



3) [ss3.png](#), downloaded 447 times



4) [ss4.png](#), downloaded 438 times



5) [ss5.png](#), downloaded 397 times

