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Subject: Re: RELEASE - C&C Islands Tunnels  
Posted by [Di3HardNL](#) on Tue, 06 Jan 2009 18:20:35 GMT  
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Its only the tunnels, I could do the rest, but Genblacky already made a egyptian version of it which alot people already use.

Got any ideas for other maps?

I could also redo the tunnels in other maps (like volcano or field)

UPDATE FIX!!

Missing terrain in Islands is now fixed. I used 2 .MIX. 1 for my tunnels and the other for the other terrain.

When I saved as 1 .MIX the terrain wouldn't show up. But when you add the original model/texture files of C&C Islands you will see it works! It also worked for crysis

DL link updated with ALL needed files in first post.

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