
Subject: Re: [Map Replacement] C&C Islands
Posted by [Gen_Blacky](#) on Thu, 27 Aug 2009 21:27:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

LeeumDee wrote on Thu, 27 August 2009 15:55ArtyWhore wrote on Thu, 27 August 2009 15:48liquidv2 wrote on Wed, 26 August 2009 23:27it has a cool tiberian sun kind of theme to it, to me it seems darker and more gloomy and the water makes me think it's more mutated

i could hear tiberian sun music in my head when i looked at it
Agreed it does have cool TS feeling to it. But if LeeumDee did intend for it to be like TS then the one thing he would have to change is the clouds, making them have a thicker apperance.

Sadly the sky/clouds aren't part of the map model itself, so I cant change them and include it in the mix. At least the way im making it you can't. Im sure there is a way however.

yes you can in leveledit
