
Subject: C&C_LakeBed... it's a working title
Posted by [Infinint](#) on Wed, 20 Aug 2003 23:20:52 GMT
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well then give it a stratigic challange and make it realistic or no one will download it, question: are the weird looking black zigzag lines like walls or something, i would suggest using mesh smooth then doing that or it just looks like crap. you can just smooth the top and make the sides of it look like cliffs and that make it more realistic. ill help you on this map if you want in the makeing realistic part if you want.
