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Subject: Few texture errors

Posted by [Tupolev TU-95 Bear](#) on Wed, 28 Jul 2010 10:44:27 GMT

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Well i noticed on some maps, parts of them are blacked out maps are:

Canyon, parts of the pillers to support the tunnel bunkers are blacked out, the GDI wall behind bar is blacked out , the area of the nod refinery is darker than its surrounding.

Under: the snipers points hill has parts thats on its original state and parts of it dark

Walls: the pillers to support the pathway on the hill is blacked out.

Not sure about other maps like islands and that.

Wonder what teh problem is?

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