
Subject: Re: [Renegade Map] C&C_aGeneralMap.mix
Posted by [my486CPU](#) on Mon, 15 Aug 2011 00:58:38 GMT
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iRANian wrote on Sun, 14 August 2011 18:40The map has a really excellent layout but it lacks alpha blending on the grass textures and the hills, it's pretty gray which makes me feel depressed and in some areas (like inside the bases) it's a bit empty.

I suggest you try out a few different skyline settings, like the one shown here:

<http://www.cnc-source.com/forums/index.php?app=gallery&module=images§ion=viewimage&img=7125>

Then just add some alpha blending to the grass texture (like you already did with the ground texture in places) and the hills (like the alpha blending on Field's hills) and add some extra objects here and there.

I will really recommend this map if you would add these changes, hopefully Jelly Marathon or another server can run it in the future. The layout is just excellent and I love the destructable bridges plus the Generals buildings bases.

Oh and maybe add some stuff to the Tiberium fields like the Tiberium "mist", the Tiberium crystals or the Tiberium "sponges".

Are you planning to make a map like this with advanced based defences? I definitely look forward to what you can come up with after seeing this map.

I know what you mean and your right, I just got lazy about it at some point but I will work on it and make some changes; I noticed a few things that need to be fixed anyway.
