
Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by [GEORGE ZIMMER](#) on Fri, 02 Sep 2011 22:33:21 GMT
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I hate the shit out of C&C3, but this is a pretty cool idea. Question, though- will you have Scrin stuff on some maps? Either in the form of downed (yet capturable) vehicles, or AI enemies that screw with you. That'd be pretty awesome. Also, Kane's Wrath stuff would be nice.

On another note, try rotating those props a bit, man. The trees and crystals. Maybe having various sized ones for variety?

Also, glad you're working on it instead of someone like, say, HORQWER.
