
Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by [GEORGE ZIMMER](#) on Mon, 05 Sep 2011 06:20:14 GMT
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Aircraftkiller wrote on Sun, 04 September 2011 21:23 Those crystals look far too tiled. Try making some variations on them to break up the tiling.
I ALREADY SAID THAT YOU FAGGOT >:[

But yeah, the same can be said for all props. I actually recommend not having so many props in general, or at least not so plopped down like that... maybe try having a few trees/etc built into the actual map? I dunno, I hate levels that just have a dickton of props with a sort of "base" level.

It just reminds me of that one map where it was field but with a lot of random tree props placed in between, and had no active WF. It's just.. lazy.
