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Subject: Re: TCW Tropical [wip]  
Posted by [Jerad2142](#) on Mon, 03 Oct 2011 04:50:57 GMT  
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NACHO-ARG wrote on Sun, 02 October 2011 22:21 Jerad Gray wrote on Sun, 02 October 2011 20:43 NACHO-ARG wrote on Sun, 02 October 2011 17:09 all your maps i have seen so far looks very nice, but they seams meant to be for renegade or APB, you should try whit wasteland textures, dead trees instead of palms, and a difent light setings to make them feel more like cnc3, just an opinion man.

He has a point there, although I really hated the spin on the environment that C&C3 took, I really liked where firestorm was going with things.

agree, dont know why cnc3 didnt included all the tiberium flora, viseroids, Tfiend, etc, perhaps they should have maded a next evolutionary stage of the enviroment instead of empty maps, even today i see this and i think it is awesome.

And the mutants added all sorts of strategy to the game, I remember taking an sub apc full of troops, dumping them in an enemies' tib field, and hitting x until they all turned into visceroids and then watching them go after the enemies base defenses... the good old days.

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