
Subject: Re: C&C_The_Canyon (Wip infantry map)
Posted by [Blazea58](#) on Tue, 11 Oct 2011 23:18:58 GMT
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iRANian wrote on Tue, 11 October 2011 18:58l don't like the textures you're using at the moment. Also the tunnel seems a bit...long with the corridors being short.

I have been trying to get the texture theme better, but i guess i can always rework it a bit more. As for the tunnels, yes they are long because they have to go around the barracks and Hand of Nod, otherwise i can't really make them any shorter. I made it angle itself inwards to avoid people sniping from one end to the other, i can't really do much about completly changing the shape yet again lol.
