
Subject: Re: C&C_The_Canyon (Wip infantry map)
Posted by [GEORGE ZIMMER](#) on Tue, 11 Oct 2011 23:49:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

I like the idea you're shooting for with the tunnels, and agree that multiple entry ways is nicer than just one (if only because there's already maps with 1-2 entryways). But the textures could be reworked a tad, as they seem to lack a general theme.
