
Subject: Re: C&C_The_Canyon (Wip infantry map)
Posted by [GEORGE ZIMMER](#) on Wed, 12 Oct 2011 11:27:19 GMT
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Aircraftkiller wrote on Tue, 11 October 2011 18:43words
I think you're being a little bit too picky here. Sure, it's not realistic, but who cares? It's Renegade, barely anything is realistic anyway. And that's fine.

That being said, it would be sorta cool if the tunnels had cave elements (rocks protruding outward, things like that), to give the impression that they were built around a cave system or somesuch.
