
Subject: C&C_Forgotten_Town (Warpath Conversion #2)
Posted by [bigwig992](#) on Sun, 09 Nov 2003 03:52:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

When converting them you should of fixxed the terrain. Sorry dude, but I think thats one blocky bad map. You can actully see each individual face. And the waterfall-to-river is two different planes. Weld those vertices. Mesh smooth. Alpha blend. I think you should attach all the editble meshes again, weld em up, run mesh smooth, retexture it, add in some tiles, and then I think it'd be a kick ass map .
