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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Aircraftkiller](#) on Wed, 21 Apr 2004 22:56:24 GMT  
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Some of you need better eyesight.

First of all, it doesn't compare to RA work, because it isn't on the same level. All of our vehicles have high quality, non-distorted textures, with at least 800-2,000 polygons.

That vehicle's Nod logo is clipping into the front bumper, which makes no sense. Tires don't go on the inside of a truck, they go on the outside of the cab.

The camouflage pattern barely matches up.

The wheel textures are all stretched out and improperly mapped.

All in all the texture is basically one large camouflage pattern with a few minor details and noise applied to it, with detail in the most meaningless areas (why the hell would you add cylinders for headlights that can be applied on the texture?)...

This is a Cargo Truck. Not that.