
Subject: C&C Commando: M16A2 Semiautomatic Rifle
Posted by [Sir Phoenixx](#) on Mon, 31 May 2004 15:22:06 GMT
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SeaManAircraftkillerYeah, you notice that our M-16 looks like an M-16, whereas the Commando M-16 looks like something that tries for it, but falls flat on its face... And it uses two 512x maps.

No, it uses a single 512x512 map.

Are you telling us that Genocide, the person that modeled/"textured" it is wrong?

GenocideBig textures also used on it like 2 512X512 maps

(And I'm pretty sure Aircraftkiller was referring to our M16A1 when he said that, since ours uses 2 512x512 textures also.)
