
Subject: Palm...

Posted by [LiL KiLLa](#) on Tue, 25 Nov 2008 18:40:09 GMT

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Can anyone make me a palm in under and not the ugly

> pine_sno.w3d <

Thx in advance..

Subject: Re: Palm...

Posted by [Altzan](#) on Tue, 25 Nov 2008 21:47:04 GMT

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Sorry to butt in on this topic with my own question, but does anyone know what skin/texture is used on that tree. Under looks stupid with white trees and dirt ground

Maybe you could replace that tree with the palm mentioned in the new C&C_Islands_Egypt Thread?

Subject: Re: Palm...

Posted by [slosha](#) on Thu, 27 Nov 2008 05:28:53 GMT

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well the rest of the map is snow

i like the trees the way they are..

a different shape would be kool

Subject: Re: Palm...

Posted by [Altzan](#) on Thu, 27 Nov 2008 06:01:05 GMT

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slosha69 wrote on Wed, 26 November 2008 23:28well the rest of the map is snow

I edited my map, snow is now dirt

Subject: Re: Palm...

Posted by [Di3HardNL](#) on Sun, 30 Nov 2008 20:15:45 GMT

Di3HardNL wrote on Sun, 30 November 2008 14:15 If anyone is interested here is the palm tree replacing the pines.

Also i am working on the map in LE to make it more sunny looking and its not snowing anymore

Thanks Di3

Subject: Re: Palm...

Posted by [LiL KiLLa](#) on Sun, 30 Nov 2008 21:02:26 GMT

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To match under with the palms

I mixed the map a bit

File Attachments

1) [Under_Mix.zip](#), downloaded 143 times

Subject: Re: Palm...

Posted by [anant](#) on Sun, 30 Nov 2008 21:26:29 GMT

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di3

post c4?
