Subject: [Skin] Map Textures
Posted by crysis992 on Wed, 01 Jul 2009 17:49:38 GMT
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Hey,

i release now all of my Map Textures, have fun and write some comments

In that spoiler are some Screenshots of different maps with the textures.

Toggle Spoiler

```
File Attachments
1) Map Textures.zip, downloaded 374 times
```

Subject: Re: [Skin] Map Textures
Posted by Xena on Wed, 01 Jul 2009 17:52:19 GMT
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good to see u release this

Subject: Re: [Skin] Map Textures
Posted by slosha on Wed, 01 Jul 2009 18:10:00 GMT
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nice

Subject: Re: [Skin] Map Textures
Posted by YazooGang on Wed, 01 Jul 2009 18:14:27 GMT
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Nice man, really glad to see the C&C 3 textures being used

Subject: Re: [Skin] Map Textures
Posted by Jeroenganges on Wed, 01 Jul 2009 20:07:51 GMT
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Wow, just wow.

Subject: Re: [Skin] Map Textures
Posted by Player on Wed, 01 Jul 2009 20:10:46 GMT
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Nice Textures

Subject: Re: [Skin] Map Textures
Posted by crazfulla on Thu, 02 Jul 2009 07:41:07 GMT
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Thanks for the release!

Subject: Re: [Skin] Map Textures
Posted by Di3HardNL on Thu, 02 Jul 2009 07:42:13 GMT
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Ty, I am checking out these

Subject: Re: [Skin] Map Textures
Posted by ArtyWh0re on Thu, 02 Jul 2009 10:42:33 GMT
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Thanks I will check these out

Subject: Re: [Skin] Map Textures
Posted by Nanobyte on Thu, 02 Jul 2009 13:12:44 GMT
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I'm new, how do you add those textures to the game?

Subject: Re: [Skin] Map Textures
Posted by ErroR on Thu, 02 Jul 2009 13:27:57 GMT
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Nanobyte wrote on Thu, 02 July 2009 16:12I'm new, how do you add those textures to the game?
Extract the textures and put them in your data folder.

Subject: Re: [Skin] Map Textures
Posted by QoQFrost on Thu, 02 Jul 2009 22:44:54 GMT
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those are pretty good
very nice release

Subject: Re: [Skin] Map Textures
Posted by KobraOps on Fri, 03 Jul 2009 02:10:04 GMT
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Using them and they r ridiculously good.

Subject: Re: [Skin] Map Textures
Posted by DarkKnight on Mon, 06 Jul 2009 12:56:50 GMT
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how come when i use this texture i dont get the animated tib field. its just flat and green. No tib
smoke rising

Subject: Re: [Skin] Map Textures
Posted by crysis992 on Mon, 06 Jul 2009 12:58:22 GMT
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because the tib smoke is a part of the map??
i added it via LevelEdit.