Just replace L02_Snow.dds with a different texture when you play that map. That snow texture doesn't work well at all unless you alpha blend it. Rename a texture from the always.dat and place it in your data folder. Apart from that testure alpine is a good map even though you have to walk a lot.

I am finishing of a map I made a while ago when I just started modding. It is basically a Nod Tiberian Refinery Deathmatch but it has an outside area with working harvester and tiberian fields. The elevator has had teleporters added and it works well. But the main difference about the map to any other is that it is a true team deathmatch. This means you win by kills instead of points like normally and the kill limit is user settable. I have just got to finish the terrain properly because all the scripts are added. Just waiting for version 1.1 of the DLL then i should be able to release it. I don't know how fun it would be to play but it's an example for the script if anything.

_General Havoc