
Subject: Re: [MAP] C&C_Infantry_Islands.mix
Posted by [wubwub](#) on Mon, 05 Oct 2009 21:42:41 GMT
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you dont need 7 planes with roughly 25 segments each to make a water texture..

U could have used 1 big plane with 0 segments to save on space... and its easier too

U need to assign the UVW modifier and adjust the textures on the walls also

With a bit of fixing up it could be a decent map
