
Subject: [Map Replacement] C&C Complex
Posted by [LeeumDee](#) on Thu, 03 Sep 2009 01:59:11 GMT
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Changed some textures, added wf smoke and ref "tiberium" smoke over building stacks, tib mist over fields and made it night time.

Video: http://www.youtube.com/watch?v=bBZ1CD_YxB0

Image previews

Tested online, should be no problems

Download attached.
Unpack rar and put C&C_Complex.mix in your data folder to install.

File Attachments

1) [C&C_Complex map Replacement by LeeumDee.rar](#), downloaded 276 times

Subject: Re: [Map Replacement] C&C Complex
Posted by [Knight](#) on Thu, 03 Sep 2009 02:24:18 GMT
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Wow, nice. Thx!
downloaded!

Subject: Re: [Map Replacement] C&C Complex
Posted by [anant](#) on Thu, 03 Sep 2009 03:12:16 GMT
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nice job, keep up the good work

Subject: Re: [Map Replacement] C&C Complex

Posted by [JsxKeule](#) on Thu, 03 Sep 2009 04:17:55 GMT

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yes thats nice
should it be a skin pack
cause you make in every map nearly the same,,,,,

Subject: Re: [Map Replacement] C&C Complex

Posted by [LeeumDee](#) on Thu, 03 Sep 2009 11:40:53 GMT

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JsxKeule wrote on Wed, 02 September 2009 23:17yes thats nice
should it be a skin pack
cause you make in every map nearly the same,,,,,

The fact it takes about 3-4 hours per map, sometimes more with adding lights. I'll release as I do them, rather than make a pack. A pack at the end can be arranged, Pawky requested a night pack, which I assume he wants all the textures original and just night time maps, that I will release as a pack

Subject: Re: [Map Replacement] C&C Complex

Posted by [Xena](#) on Thu, 03 Sep 2009 13:36:14 GMT

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i prefer the one i use
