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Subject: C&C Marsh Early Screenies

Posted by [Sanada78](#) on Fri, 10 Sep 2004 00:36:14 GMT

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I'm now nearing complete of this dam map. After having problems with corrupting presets, I just started them again. I'm first going to release a Beta of this map mainly because the alternative building interiors won't be put in (except for the essential ones like the ConYard), and hopefully, I will release a version with them at a later date.

For now, here are some early screens. Textures are missing, lighting hasn't been done and there might be some bugs you might see. I haven't got that far yet, so these will do.