
Subject: Re: my first .mix map
Posted by [futura83](#) on Sun, 06 Aug 2006 20:22:40 GMT
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i've improved the textures(as in, it isnt stretched out as much).

same place as before:

http://www.futuramaparty.com/C&C_Deathmatch.mix - Files Size: 3.18 MB

edit: 1 of the textures dosnt quite work yet - i will fix it in the mourning

btw, here is a renx screen-shot: