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Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08

Posted by [Blazea58](#) on Tue, 08 Jan 2008 14:23:42 GMT

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I would love to help any team out, but when it comes to the maps, it would be nice if there were some objects predone to import such as vegetation and other misc stuff.

Textures should also already be picked out for maps, so there doesn't end up with some maps that have really low resolution(or high)textures. I find there isn't enough included to even start something half decent that matches with the rest of the maps.

I can surely start some terrain, but when it comes to textures i am at a loss of what textures specifically to use. Like i am sure you don't want maps to be made with tiny 128x128 and 256 textures from normal ren?

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