

---

Subject: Re: Map Texures

Posted by [crazfulla](#) on Tue, 29 Jan 2008 15:37:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

lol

Many of the textures are used in many levels for example the map C&C\_Alpine is so damn blinding a skin was made to turn the snow to sand thus relieving your eyes.

Because this texture was shared, maps like mesa and the chateau mission also have sand as a replacement. Recycling saves the environment and the number of files in a .mix

---