
Subject: New Map Idea:Based on Mission 10
Posted by [YSLMuffins](#) on Sat, 16 Aug 2003 22:42:45 GMT
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General HavocThere is no gmax textured version.

YSLMuffins: did you have to re-texture volcano flying?

No, I did not touch the base terrain, just the "includes" w3d which contained mostly the lava flows, tiberium crystals, and physical barriers.
