
Subject: C&C Snow and C&C Mars up for download.
Posted by [boma57](#) on Wed, 20 Aug 2003 01:06:09 GMT
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1. The terrain textures on C&C_Mars are too repetative.
 2. A large majority of the terrain on C&C_Mars is too flat. Even if the real Mars may have large areas that are flat, it's not aesthetically pleasing as a level. I could model some plains from Kansas and make them accurate, but it would be horrible as a graphically satisfying level. Make the map accurate, but accurate to a more interesting part of Mars.
 3. The real terrain of Mars is sandy with rocks, not rocky with sand. Your base texture is a rock, and you've only got small patches of sand. Obviously it's understandable not being able to include accurate amounts of rock, but you should have made the terrain accurately sandy.
 3. There's a missing texture in the GDI Communications Center.
 4. The tunnels in Mars are too boring to walk through with infantry, it takes over twice as long to get to the base through the tunnels rather than above ground. Allow vehicles in them.
 4. You can tunnel beacon the GDI War Factory into yellow health on Snow.
 5. This one speaks for itself.
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