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Subject: C&C Metropolis is finished.

Posted by [npsmith82](#) on Wed, 03 Sep 2003 04:22:42 GMT

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ACK, pretty nice map.

Nice lighting, map layout and nice touch with the civy vehicles.

I've one thing i don't like... the walls surrounding each base, they're horrible - just a flat plane mesh with a texture. ACK seriously, i know you're capable of more, much more!

Why not port the walls from C&C\_Metro and use those instead? It'd make a huge difference.

Keep the maps comin', we appreciate it.

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