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Subject: Re: Infantry Barracks WIP

Posted by [Generalcamo](#) on Tue, 05 Jun 2012 21:57:50 GMT

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Release both versions. I can see the Camo version used in maps that are in grassy areas, like Noddingham (at least when I last saw it), and the metal version used in more urban-like bases, like the one in Fjords.

I also recommend making the camo texture additive, so that it can easily be modified between maps. A snow camo in a snow map, a desert camo in a desert map, etc...

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