
Subject: something new im working on

Posted by [Titan1x77](#) on Wed, 15 Oct 2003 23:29:54 GMT

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The more snipers that go head hunting will also keep MRL's and ART's from camping.

I modified a few textures for this...such as modified the road to look exactly like the one in TS...also The tiberium wont have that crappy brown layer under it and look like its on the actual surface....and adjusted the cliffs to have that darker shade to it.
