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Subject: C&C Mutation Preview

Posted by [NeoSaber](#) on Fri, 30 Apr 2004 00:17:24 GMT

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I've thought about more buildings, but Construction Yards are too big, requiring some larger overhauls and redesign to the map, Com Centers I've thought about, but it is in the middle of an ion storm so technically they should be useless. Repair pads though, I forgot about them, I might add them in now. And it has tiberium silos already.

I'm still working on texturing the mountains and a few other area. The mountains do look like crap right now, but I'm not sure what textures I want to blend in to fix that.

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