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Subject: CliffsLX added to rotation.

Posted by [Aircraftkiller](#) on Tue, 18 May 2004 08:01:07 GMT

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I didn't like CliffsLX, the layout was mainly what presented the gameplay problems. Two base defenses in a canyon (Why must everyone place every level in a canyon, or another enclosed area?) makes it hard to assault something. The CY interiors aren't using the proper version, the Tiberium Silos are also the wrong version.

That and C4Kitty's overlaid texture patterns on the existing textures are pretty bad, they hurt my eyes.

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