Subject: Palm...

Posted by LiL KiLLa on Tue, 25 Nov 2008 18:40:09 GMT

View Forum Message <> Reply to Message

Can anyone make me a palm in under and not the ugly

> pine_sno.w3d <

Thx in advance..

Subject: Re: Palm...

Posted by Altzan on Tue, 25 Nov 2008 21:47:04 GMT

View Forum Message <> Reply to Message

Sorry to butt in on this topic with my own question, but does anyone know what skin/texture is used on that tree. Under looks stupid with white trees and dirt ground

Maybe you could replace that tree with the palm mentioned in the new C&C_Islands_Egypt Thread?

Subject: Re: Palm...

Posted by slosha on Thu, 27 Nov 2008 05:28:53 GMT

View Forum Message <> Reply to Message

well the rest of the map is snow

i like the trees the way they are..

a different shape would be kool

Subject: Re: Palm...

Posted by Altzan on Thu, 27 Nov 2008 06:01:05 GMT

View Forum Message <> Reply to Message

slosha69 wrote on Wed, 26 November 2008 23:28well the rest of the map is snow

I edited my map, snow is now dirt

Subject: Re: Palm...

Posted by Di3HardNL on Sun, 30 Nov 2008 20:15:45 GMT

If anyone is interested here is the palm tree replacing the pines.

Also i am working on the map in LE to make it more sunny looking and its not snowing anymore

File Attachments

- 1) Palms in Under.rar, downloaded 77 times
- 2) ScreenShot345.png, downloaded 152 times



Subject: Re: Palm...

Posted by Altzan on Sun, 30 Nov 2008 20:47:54 GMT

View Forum Message <> Reply to Message

Di3HardNL wrote on Sun, 30 November 2008 14:15If anyone is interested here is the palm tree replacing the pines.

Also i am working on the map in LE to make it more sunny looking and its not snowing anymore

Thanks Di3

Subject: Re: Palm...

Posted by LiL KiLLa on Sun, 30 Nov 2008 21:02:26 GMT

View Forum Message <> Reply to Message

To match under with the palms I mixed the map a bit

File Attachments

1) Under_Mix.zip, downloaded 76 times

Subject: Re: Palm...

Posted by anant on Sun, 30 Nov 2008 21:26:29 GMT

View Forum Message <> Reply to Message

di3 post c4?