

---

Subject: [Map Replacement] C&C Complex  
Posted by [LeeumDee](#) on Thu, 03 Sep 2009 01:59:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Changed some textures, added wf smoke and ref "tiberium" smoke over building stacks, tib mist over fields and made it night time.

Video: [http://www.youtube.com/watch?v=bBZ1CD\\_YxB0](http://www.youtube.com/watch?v=bBZ1CD_YxB0)

Image previews

Tested online, should be no problems

Download attached.  
Unpack rar and put C&C\_Complex.mix in your data folder to install.

#### File Attachments

1) [C&C\\_Complex map Replacement by LeeumDee.rar](#), downloaded 268 times

---

---

Subject: Re: [Map Replacement] C&C Complex  
Posted by [Knight](#) on Thu, 03 Sep 2009 02:24:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Wow, nice. Thx!  
downloaded!

---

---

Subject: Re: [Map Replacement] C&C Complex  
Posted by [anant](#) on Thu, 03 Sep 2009 03:12:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

nice job, keep up the good work

---

---

Subject: Re: [Map Replacement] C&C Complex

---

Posted by [JsxKeule](#) on Thu, 03 Sep 2009 04:17:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

yes thats nice  
should it be a skin pack  
cause you make in every map nearly the same,,,,,

---

Subject: Re: [Map Replacement] C&C Complex  
Posted by [LeeumDee](#) on Thu, 03 Sep 2009 11:40:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

JsxKeule wrote on Wed, 02 September 2009 23:17yes thats nice  
should it be a skin pack  
cause you make in every map nearly the same,,,,,

The fact it takes about 3-4 hours per map, sometimes more with adding lights. I'll release as I do them, rather than make a pack. A pack at the end can be arranged, Pawky requested a night pack, which I assume he wants all the textures original and just night time maps, that I will release as a pack

---

Subject: Re: [Map Replacement] C&C Complex  
Posted by [Xena](#) on Thu, 03 Sep 2009 13:36:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

i prefer the one i use

---