
Subject: Advanced C&C city
Posted by [ArtyWh0re](#) on Tue, 16 Mar 2010 20:54:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey all.

Some textures I did for C&C City a while back which includes better skyscraper textures and brick like textures for the walls, tunnels and other stuff. Check them out.
City

I have also included Di3hardNL's cc_bldg1 texture in this pack which is the awesome building skin for the 2 big buildings.

Enjoy

File Attachments

1) [C&C City.rar](#), downloaded 334 times

Subject: Re: Advanced C&C city
Posted by [zeratul](#) on Tue, 16 Mar 2010 21:02:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

i like it

Subject: Re: Advanced C&C city
Posted by [GEORGE ZIMMER](#) on Tue, 16 Mar 2010 21:51:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

THAT

IS AWESOME.

It actually goes together well, and still fits the theme of the map. Good job.

Subject: Re: Advanced C&C city
Posted by [crysis992](#) on Wed, 17 Mar 2010 11:48:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

GEORGE ZIMMER wrote on Tue, 16 March 2010 15:51 THAT

IS AWESOME.

It actually goes together well, and still fits the theme of the map. Good job.

i agree good job

Subject: Re: Advanced C&C city
Posted by [ErroR](#) on Wed, 17 Mar 2010 13:11:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Agree with the above persons. Awesome

Subject: Re: Advanced C&C city
Posted by [Sean](#) on Wed, 17 Mar 2010 15:05:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

GEORGE ZIMMER wrote on Tue, 16 March 2010 15:51 THAT

IS AWESOME.

It actually goes together well, and still fits the theme of the map. Good job.

Subject: Re: Advanced C&C city
Posted by [Raptor RSF](#) on Wed, 17 Mar 2010 15:08:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Interesting , makes me think to replace the Fallout City mod with this one.

Subject: Re: Advanced C&C city
Posted by [ArtyWh0re](#) on Wed, 17 Mar 2010 18:27:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks a lot guys

GEORGE ZIMMER wrote on Tue, 16 March 2010 15:51 THAT

IS AWESOME.

It actually goes together well, and still fits the theme of the map. Good job.
Thanks, it means a lot when it comes from you knowing that you tolerate only decent stuff.

Subject: Re: Advanced C&C city
Posted by [liquidv2](#) on Thu, 18 Mar 2010 04:35:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

that does look really good
i'm considering it even though i just reinstalled ren and got rid of the 3 skins i had

don't want to tarnish the original stuff just yet

Subject: Re: Advanced C&C city
Posted by [DL60](#) on Fri, 19 Mar 2010 10:39:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

This indeed one of the best texture replacements for a map.

Great work.
