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Subject: Advanced C&C city  
Posted by [ArtyWh0re](#) on Tue, 16 Mar 2010 20:54:30 GMT  
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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 353 times

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Subject: Re: Advanced C&C city  
Posted by [zeratul](#) on Tue, 16 Mar 2010 21:02:24 GMT  
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i like it

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Subject: Re: Advanced C&C city  
Posted by [GEORGE ZIMMER](#) on Tue, 16 Mar 2010 21:51:58 GMT  
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THAT

IS AWESOME.

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

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Subject: Re: Advanced C&C city  
Posted by [crisis992](#) on Wed, 17 Mar 2010 11:48:59 GMT  
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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

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Subject: Re: Advanced C&C city  
Posted by [ErroR](#) on Wed, 17 Mar 2010 13:11:47 GMT  
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Agree with the above persons. Awesome

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Subject: Re: Advanced C&C city  
Posted by [Sean](#) on Wed, 17 Mar 2010 15:05:03 GMT  
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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.

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Subject: Re: Advanced C&C city  
Posted by [Raptor RSF](#) on Wed, 17 Mar 2010 15:08:04 GMT  
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Interesting , makes me think to replace the Fallout City mod with this one.

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Subject: Re: Advanced C&C city  
Posted by [ArtyWh0re](#) on Wed, 17 Mar 2010 18:27:35 GMT  
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Thanks a lot guys

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

IS AWESOME.

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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.

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Subject: Re: Advanced C&C city  
Posted by [liquidv2](#) on Thu, 18 Mar 2010 04:35:34 GMT  
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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

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Subject: Re: Advanced C&C city  
Posted by [DL60](#) on Fri, 19 Mar 2010 10:39:32 GMT  
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This indeed one of the best texture replacements for a map.  
Great work.

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