
Subject: C&C_Temple_DM v2.0 @ CnC Source
Posted by [Anonymous](#) on Thu, 20 Feb 2003 11:28:00 GMT
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At last it's finally uploaded. I've had a few problems getting it to the host but all is ok now head over to CnC source get it hot off the press!<http://www.cnc-source.com/files/pafiledb.php?action=file&id=127>Update Includes:PT icons for all extra characters, ALL Nod characters purchased come with green & red keycards. PT animation bug fixed, PT health bug fixed, GDI Pt layout changed, GDI moved to spawn infront of their PTs, GDI PTs ARE the crates, single remote C4 purchasable includes Pt icon, new refill Pt icon (on original 1/2 the equipment isn't used), petrova replaces mendoza (Pt icons included). GDI Tech and Nod Lab Tech limited to 4 remote C4 and given standard repair gun. Ion Cannon & Nuclear strike beacon spawners added. All mutant character armour removed, ambient sounds added, Back packs repalce mystery crates as ammo power up. added shelving for security cards. sand bags have lots more health, ww unused uplink power up (dummy), and more.This may be included in MMN's line up, so get downloading!This Owns. [February 20, 2003, 12:54: Message edited by: Halo38]
