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Subject: Ack, C2D when loading cnc Gobi...

Posted by [Anonymous](#) on Thu, 06 Feb 2003 11:42:00 GMT

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quote:Originally posted by phinal:Didnt happen to me.Only Real mistake he made is you have to kill the harvesters once for them to work right in multiplayer.Which sucks but its typical to find mistakes in his maps so who cares I guess.Not like anyone plays Gobi online.Or at least not that Ive seen.Yeah, sure... It works fine for me. Maybe the supposed mistake is on your end, ever think of that?The Pits is running most of my maps in their rotation. Guess what? Most of my maps are played, usually to the maximum of 36 players in the server.But you didn't see that...

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