
Subject: C&C_Temple_DM.mix, Available For Download!
Posted by [Anonymous](#) on Mon, 27 Jan 2003 15:02:00 GMT
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Nice map. All the extras should be fun to play with. The flamethrower bug you mentioned in the readme might be fixed by not including the .ini files in your .mix file. Then the map should rely on Renegade's normal settings and not make flamethrowers extra powerful. I also think you should get rid of the objects.ddb file in the next version. It's just 5MB of wasted space. [January 27, 2003, 15:03: Message edited by: NeoSaber]
