Posted by Anonymous on Thu, 07 Nov 2002 15:01:00 GMT
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C&C_DMVietnamA deathmatch set in Veitnam by a river and a waterfall, a small tiberium feild and plenty of powerups.Does anybody know how to make a apache helicopter spawn point, whenever its destroyed, another one spawns?Can someone halp me with a Radar dishfor each team, that when active everyone shows up on radar and when destroyed nobody is shown on radar? [November 08, 2002, 09:19: Message edited by: DeafWasp]