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Subject: New idea for a mod...

Posted by [Anonymous](#) on Mon, 04 Nov 2002 18:28:00 GMT

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Sounds like a good idea, if you can get me screenshots of the first level, with turret placements, the nod base, the GDI base, and a shot of the Radar screen in the mode where all the unit icons are big and where they are all small, and I will see what I can throw together. I am not doing scripting for it all though, way too much effort involved there...

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