Subject: Tiberian Evolution Needs Maps
Posted by Anonymous on Mon, 17 Jun 2002 20:27:00 GMT
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the commando version, i need all the textures(tga) . the .lvl file that the commando editor makes
when u save the map(i need this to adjust for the war factory waypoints for the oversized vehicles)
and the commando .w3d file that renx makes when u export the map. if u have any custom
models/presets used in your map i need to know so i can get the map into tib ev faster