Subject: Engine, mod tools, map etc fixes that BHS may be doing
Posted by WNxCABAL on Mon, 17 Jan 2005 12:54:38 GMT
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will it be possible to play the enter vehicle animations upon entering the vehicles?
Another idea...
Copy the WW & CP1 maps and add an extension (e.g. C&C_FieldCP2.mix)
then add the vehicles & infantry which were never added. Such as the E3 Flame Tank (with visible person within vehicle), E3 Recon, E3 Nod Buggy, E3 Med Tank , Logan, and the rest...
Thus having more choice in maps!

Just an idea like