
Subject: New mod: renegade --> generals
Posted by [\[REHT\]Spirit](#) on Wed, 23 Apr 2003 19:56:09 GMT
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Nightma13ill help in mapping the only problem is..... how do we get USA CHINA and GLA when we only have :gdi: and

It's easy enough with scripts. Scoring might get a little wacked out though, I haven't done full testing on it.

Also it is possible to make the AI construct a base. You could set up one of the sides as a third team but under AI control.
