
Subject: Re: C&C_Tiberium_Wasteland (LOOK ITS BETTER)

Posted by [JeepRubi](#) on Sun, 27 Nov 2005 23:33:40 GMT

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There isn't much left i can do to this map because i cant edit the physical terrain. My gmax freezes every time i try to open it. As for the recon bikes i will edit them and i have already taken away the 2 for Nod so now they have 1.
