
Subject: Re: Tutorial: Custom Game.exe and LevelEdit.exe
Posted by [Oblivion165](#) on Tue, 03 Jan 2006 04:23:49 GMT
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PaRaDoX wrote on Mon, 02 January 2006 23:11 well it chages alot of things like all your maps
HAVE to have C&C_Map_name you can change it to RA_Map_name or ANH_Map_name

Yup, anything that fits into the criteria.
