
Subject: Re: drop-offs?

Posted by [Jaspah](#) on Tue, 21 Feb 2006 22:04:59 GMT

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tooncy wrote on Tue, 21 February 2006 16:00 Drop modding was fun back in the day, where the game would crash if you used any custom maps. I used to make a ton of drop mods, and I have a bundle of about 20 cool ones left from back then. I forgot how to make them, but it wouldn't be hard to relearn.

Rofl, I remember the time I added C&C_Under on top of C&C_Islands, attach about 5 Obelisk cannons to an apache, or spawn buildings around the map.
