
Subject: Re: C&C Arid

Posted by [Halo38](#) on Sun, 20 Aug 2006 01:17:13 GMT

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Naamloos wrote on Sat, 19 August 2006 17:47 I noticed you modelled the interiors of the ruins (pyramid and that blocked-off tunnel near the silo's), but you didnt make the accesable? Thats a waste tbh.

you are mistaken

Renardin6 wrote on Sat, 19 August 2006 17:22 Halo38 : we would like your help for maps @ Reborn. (contact me on msn : Renardin@gmail.com)

I've been contacted 4 or so times now and replied to all PMs and your messages on the forums but I recive no replies :S

Edit: i've added you to my msn
