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Subject: Re: weapon replacements for renegade

Posted by [GEORGE ZIMMER](#) on Mon, 26 Feb 2007 00:19:25 GMT

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lol that looks pretty cool. I was planning on a city DM as a seperate map. This should be a .pkg using only temp. Using the "add" button in LE is always a stupid idea anyway

But that looks pretty tight. Any new vehicle plans?

Oh, and give the Nod base some more protection. A bit unfair that GDI has all that mountain to protect em. You can also always send the map to me and I can redo it some for ya, if ya like.

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