Subject: Re: Making Maps Part 2
Posted by Genesis2001 on Mon, 28 May 2007 15:48:09 GMT

1) Objects -> Vehicles -> Mounted -> Nod_Turret -> Nod_Turret_Dec -> Nod_Turret_MP -> Nod_Turret_MP_Improved

2) Objects -> Vehicles -> Mounted -> GDI_Guard_Tower

3) Objects -> Vehicles -> Mounted -> Nod_Ceiling_Gun (Expand for GDI Ceiling gun also)

-MathK1LL

Edit:

joe937465 wrote on Mon, 28 May 2007 05:27PS is that a gangster "S" in the pic above or the slipknot "S"

Yes, I believe it is. >_>