Subject: Mod Pack Posted by Zodiaus on Sat, 02 Jun 2007 14:09:18 GMT View Forum Message <> Reply to Message

Ive recently modded the original renmaps for a server. But when i tested them flamers and flame troopers where able to kill the enemy buildings with ease. Can anyone tell me the reason for this and can you add walls and the maps will still be server-side?

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums