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Subject: Re: stargate Mod

Posted by [ZERITH](#) on Tue, 04 Mar 2003 22:09:25 GMT

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Anubiszl,m starting a Stargate modteam And we can use a mapper infantry moddeler vehicle moddeler,weapons moddeler and someone who is good at the commando editor.

So if u want to help or want to lend us your stargate models contact me at anubiszz\_90@hotmail.com

I could have guessed you liked that prog. from your name....  
so you are ripping off the HL mod that isnt even done yet  
(if u beat them to it, you will be more famouse )

how will this work?

SP or MP (would have to be SP though unless you want to do an MP map which has to be as big as C&c\_Afghanistan! have multiple terrain textures and instant transport to random, but different locations)

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