
Subject: Re: C&C_Epocilation

Posted by [R315r4z0r](#) on Mon, 20 Aug 2007 03:20:10 GMT

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Maybe <_<

I did rename one of the AGT's differently, gave it the prefix of "mgagw" but the other one is still "mgagd"

Before I replaced it, it was "mgagd" and "mgagt"

What if I did this, would it work?:

Download the Buildings for Level Edit, and place them in via level editor. That should work... right?
