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Subject: Re: Nitro Mod

Posted by [Reaver11](#) on Wed, 12 Mar 2008 16:51:47 GMT

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If I would purely use westwood stuff then the gameplay will get some punches, my aim was more to use as much old westwood stuff as I can + making it fun to play not just to see.

Sometimes you need to take a detour because a vehicle is so glitched. (like the light tank now(next version it will be fixed though)

DieHardNL fixed the harvesters so the next version will have the old ones!

The old beta ref isnt used for several reason ->

Point 1: It is to big for MP

Point 2: Too much to fix on it

I would only use it together with the singleplayer buildings in a gigantic map with bots and such. Only I dont have time for that.

Anyways if you have any suggestions just post them (or have some old beta files I miss, preferably weaponmodels)

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