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Subject: Re: C&C City2

Posted by [IronWarrior](#) on Mon, 28 Apr 2008 17:35:20 GMT

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DeathLink6.0 wrote on Wed, 23 April 2008 14:26C&C City v1.1

<http://deathlink.ut-ccr.de/maps/CCCity2v11.zip>

Changes in version 1.1:

- changed crate-spawner positions
- added on more possible weapon-spawner position
- added missing PT in airstrip
- made invisible anti-vehicle-walls at all tunnel-entrys

Delete all old mapversions or overwrite the old version with this new one!!!

Cool, will update Game-Maps.NET soon.

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