
Subject: Re: Multiplayer Practice Modding
Posted by [Spyder](#) on Fri, 06 Feb 2009 09:19:40 GMT
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Dthdealer wrote on Fri, 06 February 2009 09:53Mix to LE importer - proven to work with Skirmish

You don't even need to change the map to add nod dialogue - just make an objects.ddb mod that has the Skirmish bots' preset modified.

Good place to start - www.renhelp.net (currently down unfortunately)

Ooh that part is new to me. So now we CAN change westwood's skirmish map... Interesting
