
Subject: Re: People not seeing nuke , or ion explosion, and custom hud stuff
Posted by [Lone0001](#) on Mon, 02 Mar 2009 07:00:40 GMT

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Quote:also how do i make the custom map overview hud work for a map like if i took Canyon and made it Canyon1.mix how would i get my hud to pick up that its canyon?

Rename C&C_Canyon.ini to C&C_Canyon2.ini?
