
Subject: Having trouble making a mod

Posted by [greenirrad](#) on Tue, 20 Apr 2010 13:04:25 GMT

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Um, I have unpacked a map, C&C_Walls_Flying.mix. I have modded it a bit, only changed some textures, and now when I load it at Renegade, I have 2 main problems - Harvesters won't move, and there is no fog. I want to add some fog and snow to the map, how do I do it? Also, waypoints for harvesters seem to be visible on the map...
