
Subject: Re: Importing your own Gmax file as a preset
Posted by [sauron--the--king](#) on Tue, 30 Nov 2010 18:01:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

I will post the map once I've added the map preset with the scripts. I am making the map for me and 2 friends. I will play NOD and they will play GDI. You need at least 2 players to play the map and it's most fun with 3 players. So not really a map to play with really many players (unless I change something).

I will make a host of the map then, so you have to fight with GDI against me. It won't be easy by the way.
