Subject: Re: C&C_GrandCanyon
Posted by Taz on Wed, 09 Feb 2011 14:20:14 GMT

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Generalcamo wrote on Tue, 08 February 2011 18:53Perhaps, the Gmax source must be released first though, unless you want TS buildings in a TD game (Doesn't work well that way, might work with RA though)

I have all the sources for the map as i'm the creator.