Subject: Re: stealth affects bloked Posted by Gen_Blacky on Sat, 22 Oct 2011 16:19:15 GMT View Forum Message <> Reply to Message

Goztow wrote on Sat, 22 October 2011 05:45That being said, a much better solution than kicking someone for "invalid file" would be to just force the use of the standard file in always.dat!

That would be much better I thought that's what tt was going to do might be a lot work idk.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums