Subject: Re: 4.3 RC3, maps and DA
Posted by Gen_Blacky on Wed, 25 Jan 2017 06:24:00 GMT
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I cant find anything wrong with any of the other maps besides the missing nod refinery mct aggregate on some maps and the damage aggregate of the AGT could be fixed by hex editing the w3ds.

Nod Ref

AGT Fix

http://www.renegadeforums.com/index.php?t=msg&goto=489747