The second mod I do is Under Modified this mod have same efect Canyon Modified.Yes CanyonModified is in Upload to a FTP of File Planet==Beta Suscribe: No aviableDownload Eta: no UploadeTeam: Geo RenegadeSpecial: Same Canyon Modified 1.01==A special vertion are create about my first mod a veichle command bug if you ar a nod and you command a gdi veichle the gdi veichle is ennemi This vertion is in pahse working.my second mod dont have this Bug   But in my maps series NO OBJECT IS ADDED only the Purchass Terminal are Update in Veichle Session (Extra Fnkqrrm)==Soon: C&C ComplexEtaL No Started==================

argh...now my head hurts

Hmmm i have yet to find an use for that 125MB mod of canyon. Who actually uses extras? anyway, its up to you what you do. but at this rate if my calculationa re correc the mod will be over 1.25 GB in size if each mod is 125 MB.argh!, thats us [January 16, 2003, 10:19: Message edited by: General Havoc]

quote:Originally posted by N/A:The second mod I do is Under Modified this mod have same efect Canyon Modified.Yes CanyonModified is in Upload to a FTP of File Planet==Beta Suscribe: No aviableDownload Eta: no UploadeTeam: Geo RenegadeSpecial: Same Canyon Modified 1.01==A special vertion are create about my first mod a veichle command bug if you ar a nod and you command a gdi veichle the gdi veichle is ennemi This vertion is in pahse working.my second mod dont have this Bug   But in my maps series NO OBJECT IS ADDED only the Purchass Terminal are Update in Veichle Session (Extra Fnkqrrm)==Soon: C&C ComplexEtaL No Started==================Go back to school,f001

Subject: C&C Under Modified working
Posted by Anonymous on Thu, 16 Jan 2003 18:51:00 GMT
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He's probley forign, leave him alone   . And I doubt any little kid knows how to mod Renegade, and not have semi-good typing.