
Subject: CnC HQ needs 'stuff'

Posted by [Anonymous](#) on Mon, 17 Feb 2003 07:16:00 GMT

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CnC HQ.com is in need of some new skins, maps, etc. If you got anything that you'd like to be hosted, please send me an e-mail at webmaster@cnchq.com. Thanks

Subject: CnC HQ needs 'stuff'

Posted by [Anonymous](#) on Mon, 17 Feb 2003 07:30:00 GMT

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when i finish my map, i'll let ya know [February 17, 2003, 07:30: Message edited by: maytridy]

Subject: CnC HQ needs 'stuff'

Posted by [Anonymous](#) on Mon, 17 Feb 2003 07:58:00 GMT

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ok sweet

Subject: CnC HQ needs 'stuff'

Posted by [Anonymous](#) on Mon, 17 Feb 2003 17:37:00 GMT

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i just submitted my map and a skin of mine to Webmaster@cnchq.com. enjoy

Subject: CnC HQ needs 'stuff'

Posted by [Anonymous](#) on Mon, 17 Feb 2003 17:40:00 GMT

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i make good maps,just cant get them to submit...

Subject: CnC HQ needs 'stuff'

Posted by [Anonymous](#) on Mon, 17 Feb 2003 18:16:00 GMT

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ive got a real nice map im 99\% done... i just need to fix the beacon peds so they work for the team it's suppose to...beany u seem to know alot about mapping/modding....is there away to place the beacons away from the base and in the feild(where vehicles are blocked off)??

Subject: CnC HQ needs 'stuff'
Posted by [Anonymous](#) on Mon, 17 Feb 2003 20:51:00 GMT
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Sorry, I dunno :-/

Subject: CnC HQ needs 'stuff'
Posted by [Anonymous](#) on Mon, 17 Feb 2003 21:50:00 GMT
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Yeah well, i did have a map in the works, 99\% done. But, the **** AI went AWOL...
CTF_Forest Forts was going to rock too...
