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Subject: C&C\_The\_Finial\_Conflict.mix can be dL  
Posted by [Anonymous](#) on Sun, 23 Feb 2003 13:20:00 GMT  
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at <http://www.cnchq.com/renegade/downloads/modmaps.php>This is the .mix version, and has some pretty good AI work, and other cool stuff. Two story Barr, etc...Here are some screen shots<http://cox-internet.com/kleboeuf> [ February 23, 2003, 13:38: Message edited by: Dover ]

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Subject: C&C\_The\_Finial\_Conflict.mix can be dL  
Posted by [Anonymous](#) on Sun, 23 Feb 2003 13:29:00 GMT  
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screenshots?

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Subject: C&C\_The\_Finial\_Conflict.mix can be dL  
Posted by [Anonymous](#) on Sun, 23 Feb 2003 13:30:00 GMT  
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Stop glorifying your own work, CaptKurt1.You are not welcome here. Remove yourself.

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Subject: C&C\_The\_Finial\_Conflict.mix can be dL  
Posted by [Anonymous](#) on Sun, 23 Feb 2003 13:38:00 GMT  
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Here are some screen shots<http://cox-internet.com/kleboeuf>

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Subject: C&C\_The\_Finial\_Conflict.mix can be dL  
Posted by [Anonymous](#) on Mon, 24 Feb 2003 19:58:00 GMT  
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Since when could you control who comes in and out of the community, ACK?

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Subject: C&C\_The\_Finial\_Conflict.mix can be dL  
Posted by [Anonymous](#) on Mon, 24 Feb 2003 20:04:00 GMT  
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Wowsers, those textures in the tunnels look really stretched. I know, I know, "shut up bigwig, you only heightfeild", but, meh, I'm entitled to my opinion, and so isn't ACK.

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