Subject: extras Posted by Anonymous on Thu, 25 Apr 2002 05:24:00 GMT View Forum Message <> Reply to Message

anyone help with an extras code for 1.030i tried quantifigonand fnkqrrmthey used to work but not no more

Subject: extras Posted by Anonymous on Thu, 25 Apr 2002 10:21:00 GMT View Forum Message <> Reply to Message

fnkqrrm works

Subject: extras Posted by Anonymous on Thu, 25 Apr 2002 10:26:00 GMT View Forum Message <> Reply to Message

Did'nt someone ask the exact same thing this morning??Anyway the extras work with the latest patch.

Subject: extras Posted by Anonymous on Fri, 26 Apr 2002 03:38:00 GMT View Forum Message <> Reply to Message

quantifigon?? ok what dose that do and how do you use it?? could everyone post all the extras that they know and work and how to use them thanx if there is a site that has em id love to know what it is

Subject: extras Posted by Anonymous on Fri, 26 Apr 2002 05:43:00 GMT View Forum Message <> Reply to Message

There is only one set of extras.GDI-sedan-pickup-a few extra charactersNod-Some more characters (KAIN!!)-That weirod vehiclePress F8 and typeextras fnkqrrml hope that helps

Subject: extras Posted by Anonymous on Fri, 26 Apr 2002 07:43:00 GMT View Forum Message <> Reply to Message

no not realy i just want to know from that SSJROCKS guy what the quantifigon code dose and

Subject: extras Posted by Anonymous on Fri, 26 Apr 2002 07:55:00 GMT View Forum Message <> Reply to Message

it's just an oudated version of fnkqrrm, it does the same thing, only with the earlier versions/.

Page 2 of 2 ---- Generated from Command and Conquer: Renegade Official Forums