
Subject: C&C_Walls_Reloaded V3.1

Posted by [Nightma12](#) on Mon, 22 Dec 2003 10:25:38 GMT

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fixed the bug where the harvester got stuck on the turrets

<http://renmaps.com/index.php?action=file&id=108>

Subject: C&C_Walls_Reloaded V3.1

Posted by [spreegem](#) on Mon, 22 Dec 2003 13:22:46 GMT

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Could I please have permission to put it on my site?

Subject: C&C_Walls_Reloaded V3.1

Posted by [Nightma12](#) on Mon, 22 Dec 2003 15:06:07 GMT

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sure as long as you dont edit the contents of the zip
