Subject: Re: Mesa modded or not? Posted by TD on Sat, 28 Nov 2009 15:16:30 GMT View Forum Message <> Reply to Message

It's too late to add a new map now. This means all the clients need to download it and get it work (mess with scrips version too if it doesn't work).

Mesa2 would have been good, but let's go with the normal Mesa here.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums