
Subject: The original Glacier Flying.

Posted by [Aircraftkiller](#) on Fri, 18 Apr 2003 14:07:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

Griever92DeafwaspThen how come you didnt "make" it?

We all know WS started the map and left it for dead. Then WS gave full ownership of Glacier to AircraftKiller. He then worked really hard and pumped it out so you all can experience the joy of playing it. Although WS could have done a better design job on it.

So hush up. We don't need another flame thread.

First, i'm not flaming anyone. Second, i was not mapping/modding at that time. Third, (to SomeRhino) wrong, on my comp it gives me 3/4 of the map if Glacier's mix file is not there.

That's a crock of bullshit. GlacierT2.w3d exists only in C&C_Glacier_Flying.mix. You cannot make the preset of Glacier Flying and have the terrain appear without having Glacier Flying in your data directory.

Case closed, I made it.
