Subject: Re: Core Patch update 23 december
Posted by reborn on Fri, 23 Dec 2005 18:28:00 GMT

CnC_FieldTS.mix is finished, and the final version is on the FTP.
But i can't use that .w3d file you sent me for walls, it causes a version mis-match, or crashes the clients. However I could make a different addition to the map to stop the vehichles from climbing the base walls.. This would take about 20 minutes, so just let me know...

(i have been trying to reach you on MSN).