Subject: Re: C&C_Assault BETA 1.0 released.
Posted by Naamloos on Wed, 18 Jan 2006 10:43:36 GMT
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I guess I should add a few haxxor weapons for testing then I suppose eh?

What texture was missing exactly? As far as I know all the textures work, any "new" textures should be inside the .mix... Unless I deleted it without noticing...