
Subject: Re: [Release] C&C_Islands Egypt
Posted by [Di3HardNL](#) on Fri, 07 Nov 2008 14:34:13 GMT
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Thanks blacky! This is what i wanted ^
I got 2 questions tho

I - Is it possible to change the lightmapping/lightning of the Islands tunnel and make it work multiplayer internet?

II - Is it possible to add w3d objects or emitters to a map and make it work online?