
Subject: Re: Multiplayer Practice Modding
Posted by [Veyrdite](#) on Fri, 06 Feb 2009 08:53:11 GMT
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Mix to LE importer - proven to work with Skirmish

You don't even need to change the map to add nod dialogue - just make an objects.ddb mod that has the Skirmish bots' preset modified.

Good place to start - www.renhelp.net (currently down unfortunately)
