

---

Subject: Re: [ Map Replacement ] C&C\_Field  
Posted by [Gen\\_Blacky](#) on Sun, 30 Aug 2009 01:18:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

LeeumDee wrote on Sat, 29 August 2009 20:02Blacky not sure if you hex edit your map model the same as me, but for field I think its the first 24 gd\_top2.tga are the tunnels and the remaining 12 are the AGT.

hmmm , works fine for me I wonder why it do that to yours and not mine. I only hex edited the ones that were attached to the tunnel meshes so I think.

---