Subject: C&C_Walls_Reloaded.mix V3.0
Posted by Nightma12 on Tue, 28 Oct 2003 15:25:23 GMT

FerhagoThe first walls reloaded sucked.

Why is this one any better?

fixed all those crappy VIS errors

Quote:lol, you just added light base defenses..... 3 sam sites each base and 2 turrets for nod, 2 gaurd towers for GDI. and you sunk them into the ground so there is a brown shingle roof of the gaurd tower just sitting on the ground.

I thought there were big changes. But it is a little better than the original Walls... But I dunno. I would have to play it online, which I have yet to do.

I think its funny that this is Version 3.

read the readme   ltos fo changes now isnt there