
Subject: How do you mod whats available in multiplayer?
Posted by [Anonymous](#) on Sat, 15 Feb 2003 00:05:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I already figured out the part with the unit scripts, but it won't let me add any new scripts to the list... And I would also need to add in CnC_POW_MineTimed_Player_01 . Just to be specific.
