
Subject: Will adding presets in Commando beyond the original map let

Posted by [Anonymous](#) on Mon, 17 Jun 2002 09:31:00 GMT

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quote:Originally posted by aircraftkiller2001: quote:Originally posted by NameHunter:
quote:Originally posted by aircraftkiller2001: quote:Originally posted by NameHunter:You can
probably use mix but it will also probably really mess things up. WW said that if you shouldn't use
mix for maps because of different bullet speeds etc could cause some crazy things in Renegade and all
I think. Stop spamming...I'm not spamming. When I made my mod did I make a different topic for every
little thing about it? I didn't go Humm-vee Warz released! and then 5 min later New screens for the
Humm-vee Warz Patch! I didn't do that, I kept it under one topic. A lot unlike you. You registered not
even 15 days ago, and you have over 500 posts. That's more than spam, it's annoying, so GTF
out of here or stop spamming, you n00b. I am not going to dare even fight with you. But ya know
what is also annoying? Constantly seeing it's Nod not NOD.
