Subject: sam sites in a multiplayer map
Posted by Anonymous on Mon, 29 Apr 2002 17:56:00 GMT
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i've been spending hours trying to get sam sites to work... they work great other then the fact that their aim is wayyyyyyyyyyy off, anyone know how to fix this?... the map i am modding is C&C wall.[April 29, 2002: Message edited by: nemattoad]