Subject: Re: How to activate mct when modding sp map
Posted by Dave Mason on Mon, 08 Aug 2005 11:33:22 GMT

Quote:How do I activate a mct when im trying to eidt a single player map so whne destroyed the game will end due to building contruction
thanks

How do I edit a single player map so that when a certain building is destroyed the game will end due to building destruction?

I would also like to know Gods knows what about an mct of some sort.

Thanks in advance,

piotrkol1