
Subject: Re: C&C_Assault BETA 1.0 released.
Posted by TD on Wed, 18 Jan 2006 10:48:08 GMT
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Naamloos wrote on Wed, 18 January 2006 11:43I guess I should add a few haxxor weapons for testing then I suppose eh?

What texture was missing exactly? As far as I know all the textures work, any "new" textures should be inside the .mix... Unless I deleted it without noticing...
Look @ the post above you

I will take a SS of that place right now, hold position.

EDIT:

Also, whats that 'OMFG HAXXOR' character, LOL>

EDIT2: It's this place, if you couldn't guess it with the other picture: