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Subject: Re: SWMOD Updates

Posted by [nopol10](#) on Thu, 16 Mar 2006 09:32:57 GMT

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Whoops...

So that didn't work.

Sorry about that.

This version will work (I tested it this time...)

And another suggestion to htmlgod:

You could make the Death Star run a level by putting a piece of land at the bottom and then put the Death Star somewhere far in the horizon.

The Imperials will spawn in the Death Star while the Rebels spawn in the piece of land and use X-Wings and A-Wings against the Imps.

Except you will see some ugly patch of horizon thingy from the W3D engine.

### File Attachments

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1) [C&C\\_SpaceFight.mix](#), downloaded 47 times

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