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Subject: Re: Command and Conquer Online?  
Posted by [CarrierII](#) on Thu, 03 Aug 2006 16:53:16 GMT  
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I have a brother who can build maps like you've never seen and I'm not far behind, esp when working from design, count me in for maps.

And sounds too  
Go Nss/Anthrax

I'm too lazy: Does anyone know if UT2007 will use the UT2004 map format? COs if it will, I can start Recreating maps is a pretty automated task, until I need some new textures, cos I can't do those.