
Subject: Re: Modifying original single player levels?
Posted by [Genesis2001](#) on Sat, 14 Oct 2006 00:05:33 GMT
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Broadus wrote on Fri, 13 October 2006 16:17 I meant the characters in the levels. Like, maybe I want to add more GDI buddies for the player, or more enemies. I think the single player game could use some big battles between GDI and Nod, like on the very first level.

Well, After reading this last post -.- This tutorial means shit to you now....

What you mean is to CODE Renegade...Ask Jonwil about that.. He'll have more answers.
