Subject: Re: Modifying original single player levels?
Posted by Broadus on Mon, 23 Oct 2006 04:13:50 GMT
View Forum Message <> Reply to Message

Yeah... Darksnipa was way off. I said that I wanted single player, not multiplayer co-op, and I don't care about the terrain. I don't want to touch the terrain. The terrain is fine. Like I already explained thoroughly, all I wanted to do was add in units, as in goodguys and badguys, as in soldiers and vehicles, into the single player game, preserving the terrain, the single player (NOT multiplayer), the dialogue, the cinematics, all of that crap, the single player maps being the exact way they're meant to be, playing by going to Single Player and choosing a difficulty, not doing any multiplayer, watching the little cutscenes as they always were, and playing the single player game with added enemies and allies and absolutely nothing else changed. No fancy terrain editing or online .PKGs or any of that. Just single player with more soldiers and vehicles for both sides.
Really, modifying the single player campaign isn't all that worth it, now that it's been a week since I cared.