
Subject: Re: 0 bug

Posted by [nopol10](#) on Sun, 25 Feb 2007 09:29:57 GMT

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The Star Wars mod (.pkg) caused me to have it before.

Even funnier, I was creating a map using the C&C_Walls_Flying terrain and stuff and when I went online to play, some extra stuff which I put in my map (.pkg) showed up on the server.
