Subject: Re: Could we possibly implement the new game modes into c&c3?
Posted by JeepRubi on Fri, 20 Apr 2007 20:24:50 GMT

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Ive forgotten what it is called because all it sais for the style is AA.

Anyway, these ARE the scripted things for the Xbox360 version and they are using the same map files,so the PC ones have hidden things for the different game types. Im guessing that they hid the feature somewhere either in the map or in the menue to the game. Im also guessing that if they included all the models in the PC version then they probably included the rest of the scripting and such. All someone needs to do is try and hack the game and get these re-enabled. It would be really cool if this could be done for the person that is hosting and the participants would not have to download anything.