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Subject: Re: Why dont custom models work on multiplayer

Posted by [Zion](#) on Sun, 05 Aug 2007 13:22:24 GMT

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cmatt42 wrote on Sun, 05 August 2007 08:52 They don't show because that's how Westwood intended it; if you have something too different from what everyone else has, you can't play in the same game.

If that were true there'd be no such thing as big heads or big weapons etc etc. You don't get a server listing if you have an objects.ddb file, that's all.

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