Subject: Re: SSGM plug-in release; Base Defence
Posted by AlienWorkShop on Mon, 13 Aug 2007 15:23:51 GMT
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This mod is currently working fine on my server:
[NE]Public Warzone

Anyways, Reborn...

Do you think its possible to remove all NOD turrets from a map and replace them with your purchaseable ones, be good to have GDI and NOD base defences in lets say CnC_Field for example.

Thanks