Subject: Re: New map-creation system idea
Posted by MGamer on Thu, 17 Jul 2008 04:39:40 GMT

StealthEye wrote on Fri, 04 July 2008 12:06How is this different from normal maps? The map does not have to include the resources it uses as long as they are in always.dat (or any other mix archive in the data folder actually)

that sounds like sarcasm

but it will be cool to make it like Ra2 and other C&C RTS games