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Subject: Re: The Tiberium Thread

Posted by [Veyrdite](#) on Sat, 09 Aug 2008 04:29:27 GMT

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Cabal8616 wrote on Fri, 08 August 2008 13:40 Yeah, I think it was like, pre-1.037 that it was necessary. After that, it was just "Extras". Or maybe it was custom scripts, I dunno. It was the 1037 patch. I remember reading articles on renegade 'cheat codes' and how they changed between patches.

The chem-sprayer does the most damage to MCT's per second on average than any other weapon (except C4 and nukes) does.

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