
Subject: Re: [Map Replacement] C&C_Field
Posted by [Player](#) on Mon, 02 Mar 2009 10:32:10 GMT
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Di3HardNL wrote on Mon, 02 March 2009 04:11Nice work GenBlacky!
I am working on the same things as you lol I also had added those lights and tiberium smoke.
And I am modifying the complete tunnels.

Sounds good
