
Subject: Re: [Map Replacement] C&C_Field
Posted by [Bulldawg](#) on Sun, 30 Aug 2009 00:33:43 GMT
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Gen_Blacky wrote on Wed, 26 August 2009 22:40Update

Figured out how to change the tunnel walls without changing the Agt.

Report any bugs such as weird textures , our texture not changed on tunnel wall.

http://www.filefront.com/14405889/C%26C_Field%20Reskin%20V2.zip

I downloaded the file from this link and I am still having the issue regarding the AGT.