
Subject: Re: CnC Assault 0.3 - build, command, conquer
Posted by [GraYaSDF](#) on Fri, 17 Sep 2010 13:14:27 GMT

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Altzan wrote on Fri, 17 September 2010 07:49

Actually, maps are what I'd like first, since the test one is just... flat.

Do you want a separate missions? No problem, but it takes me some time. Okay, in next version (before or after the New Year) I will make these features, thanks. But I really want to hear an opinion of Jonwill about this mod.
