
Subject: Re: Generalcamo's mapping thread
Posted by [Generalcamo](#) on Wed, 17 Nov 2010 01:50:32 GMT
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NO i;m not dead.

I have found a HUGE antpile of assets in a mod. They are free and opensource, so I used them.

No more Toothpick on steroids, the beta guardtowers looks better

With scripts 3.4.4, helicopters come in through helipads

The recon bike looks MUCH better

SSM launcher works!!!

I added these and now the map doesn't work, i'll find a fix later. Tell me what you think about these.
