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Subject: Re: Making own MOD

Posted by [sauron--the--king](#) on Mon, 06 Dec 2010 19:02:04 GMT

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Hhm.... The only things I want are new Weapons and new Characters. I first tried that without making a new MOD of it, but each time one of these new characters are added and used, the game crashed. I just wanted to add weapons and characters, instead of replacing old ones. But each time one of these new characters would be created in my map, the game crashed. How should I do it then?

Regards,  
Sauron

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