
Subject: Re: C&C_GrandCanyon

Posted by [Gen_Blacky](#) on Wed, 09 Feb 2011 22:46:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

Taz wrote on Wed, 09 February 2011 07:20Generalcamo wrote on Tue, 08 February 2011 18:53Perhaps, the Gmax source must be released first though, unless you want TS buildings in a TD game (Doesn't work well that way, might work with RA though)

I have all the sources for the map as i'm the creator.

gj on the map looks good
