
Subject: Re: Naval Yard tutorial
Posted by [Mauler](#) on Sat, 01 Mar 2014 13:52:47 GMT
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Here ya go..

http://mauler.ultraaow.com/Mauler-bin/Temp/LevelEdit_TESTMAP2.rar

C&C_Testmap3 is the one i sent you earlier

EDIT: I simply used a stock vehicle preset.. I didn't use Boat or Sub haha maybe that might the case.. i don't know.. Like i said we are trying to get certain ground vehicles made purchasable there instead of the normal WF/Strip
