
Subject: !

Posted by [Lynqoid](#) on Tue, 18 Nov 2003 23:54:04 GMT

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the problem i used to get (which slayer helped me with)
was the characters in the name of ur w3d might be to long for example i had

C&C_TDRP-Tunnels.w3d which was to long, so if ur map is named when civilians attack call it
something like WCA.w3d

if it isnt ur problem then checkout <http://www.renhelp.co.uk> tutorial on map making
