Subject: Re: how to make my "own mod"? Posted by laeubi on Thu, 04 Mar 2004 17:24:19 GMT View Forum Message <> Reply to Message

E!... but cause of strings changes i want to make my mod like renalert or reborn like an own game. ...

You can prevent the zero-bug by restarting ren BEFORE and AFTER using a Mod packet.

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