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Subject: I need to know all mod tools bugs (also new features)

Posted by [Naamloos](#) on Wed, 12 May 2004 19:49:50 GMT

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KIRBY098In the games there were boxes that did various things.

Chemical Clouds

Missile strikes

Chemical Missile strikes

Money

Explosion

Free vehicles

Could we get something like that back into C&C's universe here?

Also has an airstrike feature been discussed for GDI?

You mean Airstrike beacons like renalert will have them? if so, i think it's a GREAT idea!

Anyway, there are some objects that don't work in LE, a lot of tree`s and other objects just don't show up after pressing "make".

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