
Subject: C&C Canyon Modified Stats
Posted by [Anonymous](#) on Wed, 08 Jan 2003 15:37:00 GMT
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The mod progress verry fast vew the stats
Nod Base Struckture: 100%
Nod Base Veichle: 100%
Nod Base Purchass: 100%-----Nod 100%-----GDI Struckture: 100%
GDI Veichle : 100%
GDI Purchass : 55%-----GDI 55%-----Civile Terrain: NO BUG
Harvester: No bug-----Maps Type: Mod Pakage (PKG)-----
Soon The Canyon Website

Subject: C&C Canyon Modified Stats
Posted by [Anonymous](#) on Wed, 08 Jan 2003 15:50:00 GMT
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And WTF is it? Post some screenshots with what you have done... I still don't get it.

Subject: C&C Canyon Modified Stats
Posted by [Anonymous](#) on Wed, 08 Jan 2003 16:09:00 GMT
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Kind of misspelled structure and every other word. Why are you editing premade maps, there is a program out there called gMax, you should look into it. [January 08, 2003, 16:10: Message edited by: CyborgDC]

Subject: C&C Canyon Modified Stats
Posted by [Anonymous](#) on Wed, 08 Jan 2003 17:07:00 GMT
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sounds like another crap job to me.

Subject: C&C Canyon Modified Stats
Posted by [Anonymous](#) on Wed, 08 Jan 2003 17:23:00 GMT
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Remember it's structure, not struckture

Subject: C&C Canyon Modified Stats
Posted by [Anonymous](#) on Wed, 08 Jan 2003 17:44:00 GMT
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Grrr....OK,My internet service has restriction,my download limit per month is 600mb.I've download your mod,it's crap, there's almost nothing new.If I have to pay surplus for the download limit,you'll have to pay it for meand I also suspect that there's a friggin virus in that mod,how can it be soo big when there's almost no crap in it.

Subject: C&C Canyon Modified Stats

Posted by [Anonymous](#) on Wed, 08 Jan 2003 17:49:00 GMT

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quote:Originally posted by N/A:The mod progress verry fast vew the statsCivile Terrain: NO BUGWhat do you mean no bug? there is dirt that sounds like metal scattered around everywhere that flashes.
