
Subject: C&C Canyon Modified Waith
Posted by [Anonymous](#) on Fri, 07 Feb 2003 17:13:00 GMT
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the first time I upload Canyon Modified File Planet Tell me (you dont give a much Information)Now
the second time the File Upload 6 min and the Upload Is Finish Oz2400

Subject: C&C Canyon Modified Waith
Posted by [Anonymous](#) on Fri, 07 Feb 2003 17:17:00 GMT
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SHUT UP.CANYON MOD SUCKS.

Subject: C&C Canyon Modified Waith
Posted by [Anonymous](#) on Fri, 07 Feb 2003 18:25:00 GMT
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quote:Originally posted by Aprime1:SHUT UP.CANYON MOD SUCKS.Who ****ed in your
cheereos?Edit: Who peed in your cheereos? [February 07, 2003, 18:27: Message edited by:
dead4ayear2]

Subject: C&C Canyon Modified Waith
Posted by [Anonymous](#) on Sat, 08 Feb 2003 05:14:00 GMT
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quote:Originally posted by Aprime1:SHUT UP.CANYON MOD SUCKS.you cannot know it the
beta is canceled

Subject: C&C Canyon Modified Waith
Posted by [Anonymous](#) on Sat, 08 Feb 2003 06:17:00 GMT
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I still don't understand this. You mod canyon so it allows you to have all the extras for both sides.
Apart from hardly anyone using the extras i'd like to know how you ended up with a 125 MB mod
that has no physical changes. You really do confuse me with this mod.

Subject: C&C Canyon Modified Waith
Posted by [Anonymous](#) on Sat, 08 Feb 2003 07:58:00 GMT
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quote:Originally posted by General Havoc:I still don't understand this. You mod canyon so it allows you to have all the extras for both sides. Apart from hardly anyone using the extras i'd like to know how you ended up with a 125 MB mod that has no physical changes. You really do confuse me with this mod.is not thats the mod have a modification is just a little object in the map he take full place. the full vention take 59 MBthe efect of the mod isThe gdi have nod veichle (extra fnkqrrm)The nod have gdi veichle (extra fnkarrm)

Subject: C&C Canyon Modified Waith
Posted by [Anonymous](#) on Sun, 09 Feb 2003 01:27:00 GMT
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That's still very large.

Subject: C&C Canyon Modified Waith
Posted by [Anonymous](#) on Sun, 09 Feb 2003 06:53:00 GMT
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quote:Originally posted by YSLMuffins:That's still very large.Yes

Subject: C&C Canyon Modified Waith
Posted by [Anonymous](#) on Sun, 09 Feb 2003 11:42:00 GMT
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I'm having trouble understanding your english.

Subject: C&C Canyon Modified Waith
Posted by [Anonymous](#) on Sun, 09 Feb 2003 11:44:00 GMT
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If you ask me, 125 mb for a mod i doubt anyone would have just so you can have all vechiles?Sounds stupid and boring at the same time. No offence, but you need more then giving everyone all vechiles to make this mod interesting.

Subject: C&C Canyon Modified Waith
Posted by [Anonymous](#) on Sun, 09 Feb 2003 19:15:00 GMT
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Any mod.

Subject: C&C Canyon Modified Waith
Posted by [Anonymous](#) on Mon, 10 Feb 2003 04:35:00 GMT
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quote:Originally posted by jordypbear:I'm having trouble understanding your english. is
normal iam not good in english

Subject: C&C Canyon Modified Waith
Posted by [Anonymous](#) on Mon, 10 Feb 2003 04:38:00 GMT
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quote:Originally posted by Laser2150:If you ask me, 125 mb for a mod i doubt anyone would have
just so you can have all vechiles?Sounds stupid and boring at the same time. No offence, but
you need more then giving everyone all vechiles to make this mod interesting.I Reapat: THE
BETA TAKE 125 MB THE FULL VERTION TAKE ONLY 59 MB

Subject: C&C Canyon Modified Waith
Posted by [Anonymous](#) on Mon, 10 Feb 2003 08:20:00 GMT
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if you are only making new PTs to include the other teams vehicles in extras mode, and are using
Canyon's terrain, you need only include scripts.dll, the lsd & ldd, and and i guess if you made new
PT icons for the Nod Vehicles with the GDI stuff..else, it can be a .mix, AND it can be less than 2
meg. [February 10, 2003, 08:20: Message edited by: Dante]
