Subject: Don't want your work imported? Just say so here
Posted by Anonymous on Tue, 04 Feb 2003 09:49:00 GMT
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Surely it's in the best interests of the modding community to share information?I'm not suggesting that everyone gives out the gmax files for their maps, but certain buildings/features that could enhance other people's maps especially if they're C&C-themed would benefit other mapmakers, and increase the longevity of the game.I agree, people have to learn for themselves, but a nice library of premade objects for maps would certainly help people make better-looking levels.