Subject: C&C_Big_Walls MapID Problem server2.ini
Posted by Alkaline on Sat, 28 Aug 2004 07:17:28 GMT

Zunnie I swear you are most ignorant.
You post on issues already covered, mostly by me.
I told you that bigwalls id does NOT work, nor does SNOW, Haunted2, and a number of new maps

Considering you post your infamous search button image, did you bother to search for ssaow?
NO because I already pointed this out in the mod forum.

I reccomend you stick to version 1.0 of the mod as it does not dissable weapons for maps it does not detect. This new dissable 2ndry weapons on maps not detect feature in the ssaow is pretty stupid.