
Subject: Re: how to get a mod package running on a server
Posted by [-SoQ-Warlock](#) on Sat, 15 Sep 2007 19:42:19 GMT
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for those who dont understand how to set up that map, while host on your self, I made a screenshot.

(srry for doubleposting, didnt see the edit-button)

File Attachments

1) [mod package.JPG](#), downloaded 549 times

Host Options

Command & Conquer

Basic

Gameplay

Advanced

Victory Conditions



Map Cycle

Back



Save/Load

Mod Package:

Formula Evolution V0.03

Available Maps:



Add

Map Time Limit (min):

0

Loop Maps