Subject: Re: Invinceable buildings
Posted by DarkKnight on Mon, 27 Jul 2009 02:36:59 GMT

Nightma12 wrote on Wed, 22 July 2009 00:53requires scripts.dll mod though! im trying to avoid that.. and so far ive done Mutation without a single Scipts.dll edit

its all .ldd, objects and an NR plugin

I'm curious as to what your doing with the maps?