
Subject: Re: C&C_GrandCanyon

Posted by [Taz](#) on Mon, 14 Feb 2011 15:12:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

GEORGE ZIMMER wrote on Sun, 13 February 2011 14:20Spyder wrote on Sun, 13 February 2011 05:01If this is converted to Renegade, could it be added to TT?

TT will be having map transfer, anyway. No sense increasing the patch size...

This.

Anyway, i got the map working in Renegade Leveleditor. Now it's just a matter of transferring some props and attaching the buildings to the terrain.

File Attachments

1) [algwag.jpg](#), downloaded 1045 times

