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Subject: map mods?

Posted by [Alexraptor](#) on Sat, 03 Jun 2006 12:40:50 GMT

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Can one actually create new units and add them so that they are part of a specific map and only appear there?

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Subject: Re: map mods?

Posted by [JeepRubi](#) on Sat, 03 Jun 2006 16:40:13 GMT

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Yes

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Subject: Re: map mods?

Posted by [bisen11](#) on Sun, 04 Jun 2006 01:52:12 GMT

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If you make your own map, yes. Just make the things and temp the presets. (or add if your doing a .pkg)

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