

MYTH II 20th anniversary



wAvA-ReconRevisited-1.8.2



Credits,

WWII:Recon, WWII: Titans by Santa's Head #CP#Z. Craig Goodman,
and the rest of the Recon team... Mythical Solos Clan Plaid
<http://tain.totalcodex.net/items/show/wwii-recon>

It all started with Santa's Head and the Recon WWII myth revolution...
Original Recon and titans maps altered for use with wAvA Warfare tagset...
included CPR and wAvA unit meshes made over the years...
detail textures by Jon God. units and map updates by PointT.

Requires wAvA-Warfare tagset and myth II version 1.8.2 or newer to play.



This ain't your papa's myth so ease into the units...
Warfare soldiers are in most maps, though a recon patrol mesh
was added with old style recon play just updated graphics...

Maps:

W2 Mythical solo campaign (26 levels)

WAVA Recon/Titans utilizes wAvA units and their abilities

WWII Recon/Titans utilizes wAvA unit graphics though same play as wwii recon maps.

CPR-Recon meant to utilize the CPR -Charlie's Point Redux tagset (vietnam units)

Settings: usually best with motion interpolation off if it causes and graphic bugs.
for wAvA units best to use control bar inventory from preferences.

Remember this is a conversion that didn't get much testing so there's bound
to be room for improvement. Have fun and keep up the fight. -----Point -ARMY
Look for other Warfare maps at the tain.totalcodex.net

Warfare units were mainly tested in CoOp campaigns so multiplayer testers would
be appreciated remember this isn't supposed to be recon or oldschool wwii units,
enjoy them for what they are...post any feedback on the magma map making forums
at Tain.totalcodex.net under wAvA threads