Subject: Nod & GDI Heli-Pads

Posted by Anonymous on Wed, 08 May 2002 13:20:00 GMT

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quote:Originally posted by Ingrownlip:It's something to do with your naming of the .w3d file. In order for it to work with the object controller try making sure the object controller is linked to the created .w3d file.I bet if you extracted the .w3d file of the helicopter pad you could use it in Commando.But good replica!I already tried and I couldn't find it in always.dat, I tried using something similar and it wouldn't show up except as invisible.