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Subject: Nod & GDI Heli-Pads

Posted by [Anonymous](#) on Wed, 08 May 2002 13:16:00 GMT

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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!

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