
Subject: Nod & GDI Heli-Pads

Posted by [Anonymous](#) on Thu, 09 May 2002 06:07:00 GMT

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No buzzer, you don't need it to be a terrain. In fact its already in Level Edit, under tiles, it just can't find the model. So I made the model, and gave it the same name. So you don't even have to add anything to Level Edit. Just place these in your mod folder, with the .tga in the Editor Cache folder. Then goto Tiles->Multiplay Building Aggregates->GDI Heli-Pad->Mghel and click make. Oh and the link is in the first post, as well as somewhere in the middle.[May 09, 2002: Message edited by: Bumpaneer]
