Dante, I think you just pull down one of the menu tabs in LevelEdit and it has a LEVELS option. click on that and it has a box at the bottom that says "flying vehicles allowed" or something like that. you check that box and bammo, flying stuff avail at PT's. I tried it on the *walls.lvl file and it worked except the terrian in the distance while flying was messed up. its ok when I get close. (might be my crappy NVIDIA VANTA/LT 16megs card)(I know thats pretty week--LOL)   I am a poor n00b.