
Subject: Hjelstrom

Posted by [Anonymous](#) on Tue, 23 Apr 2002 03:37:00 GMT

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ya the textures part is the barbed wire...also, some guy on the mod team i'm on said this: Biz
Recruit Member # 1557 Rate Member posted April 22, 2002 17:53

-----I've added a unit for both sides now,
but when I play a map and build my unit it doesn't work. If I am GDI the unit gets stuck in the War
Factory or if I am Nod it sits in the air above the airstrip. Can anyone help me? Note: The map I am
using was not made by me. It is just a normal map that Westwood made. can u answer that
abjab?
