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Subject: Model Replacement

Posted by [\[REHT\]Spirit](#) on Thu, 17 Apr 2003 19:55:39 GMT

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Sir Phoenixxdoesn't it let you keep your new units/settings if you host the game?

Yes if you set it up right. However it gives everyone else the zero bug.

Emitters can be replaced.

The airdrop thing is somewhat differant. One of the mods you can make is what they call a C130 script/c130 script edit. There's text cinematic scripts that you can extract and edit with notepad. It's similar to making your own custom scripts but a little more limited.

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