
Subject: Editing the path of the C130

Posted by [\[REHT\]Spirit](#) on Wed, 13 Aug 2003 15:57:24 GMT

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The C-130's path is an animation. So you have a few options:

1. Try to find another animation that fits your path.
 2. Make a path in level edit and have the c-130 use the PDS_Test_Follow_WayPath (I think that's the name, darn close, lol) to follow it.
 3. Make a new animation and have the c-130 use it.
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