

---

Subject: Editing the path of the C130

Posted by [maytridy](#) on Wed, 13 Aug 2003 16:06:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I take choice 3. Because I have a model that I'm going to replace the C-130 with anyways.

So, could you please explain in detail, what I would do with the animation\model to get it to work?  
(Would I export the animated model as a H.A.M.?)

Just a rough guess, would I replace the C-130 in commando (Objects>Vehicle>Nod  
Vehicles>Nod\_Cargo\_Plane>Nod\_Cargo\_Plane\_Dec) with my animated w3d?

---