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Subject: Editing the path of the C130

Posted by [General Havoc](#) on Wed, 13 Aug 2003 16:52:32 GMT

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You need to make your new animation (use V\_NOD\_cargop\_sm.W3D for referance of frames and things unless you want to re-write the cinematics) then extract the cnc\_c130drop.txt from the always.dat and edit that to use your new model and animation as Spirit said.

I'm not sure how you go about including the new animation and c130 drop file in a MIX or pkg so you would need to ask someone else about that.

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