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Subject: Re: Another dumb question from me.  
Posted by [ChewML](#) on Sun, 18 Oct 2009 22:16:02 GMT  
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Ok, so I have tried it every way I could think of... but it still crashes...

So if someone would please edit the files for me but take a SS to show the difference I would be very grateful.

I only ask because it sounds easy enough, but I am a n00b.

Just to make sure everyone is clear on my goal: I am trying to make it so General Locke replaces the desert Havoc.

Here are the files to save some time.

### File Attachments

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- 1) [c\\_ag\\_havocd.w3d](#), downloaded 53 times
  - 2) [c\\_ag\\_gdi\\_locke.w3d](#), downloaded 41 times
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