
Subject: Re: wf/air waypoint end
Posted by [jonwil](#) on Mon, 02 Apr 2012 18:19:16 GMT
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The only items that exist as "objects" (i.e. have a GameObject instance behind them) are:

Air Factory
Airstrip
Beacon
<Generic Building>
C4
Cinematic
Com Center
Construction Yard
Damage Zone
Mendoza Boss
Naval Factory
Power Plant
PowerUp
Raveshaw Boss
Refinery
Repair Bay
Sakura Boss
SAMSite
Script Zone
Simple
Soldier Factory
Soldier
Special Effects
Transition
Vehicle Factory
Vehicle
WarFactory
