
Subject: New Aircraft Dog-fight Mod Started

Posted by [Anonymous](#) on Thu, 13 Jun 2002 15:56:00 GMT

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i got c&c_islands and my 2 ships map... combined... but i need to figure out away to combine the water... but i got everything in position... but what i really wanted to do was have the ships continually move to the island... and upon arrival, each side will get new technology... cause the ships have experimental stuff... like nod has a stealth apache and a stealth transport... gdi has a orca bomber(very powerful) and a transport with heavy machine guns... but i dont think ill be able to do that... so ill just stick to them veing off shore...though i am having trouble making them actual buildings... in gmax i have the gdi ship named GDISHIP... so in commando i try to set the mesh prefix thing in the buildings to GDISHIP... but it isnt working... does it need a mct?
