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Subject: Hjelstrom

Posted by [Anonymous](#) on Tue, 23 Apr 2002 04:00:00 GMT

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quote:Originally posted by Doc6886:ya the textures part is the barbed wire...also, some guy on the mod team i'm on said this:Bizz Recruit Member # 1557 Rate Member posted April 22, 2002 17:53 -----I've added a unit for both sides now, but when I play a map and build my unit it doesn't work. If I am GDI the unit gets stuck in the War Factory or if I am Nod it sits in the air above the airstrip. Can anyone help me?Note: The map I am using was not made by me. It is just a normal map that Westwood made. can u answer that abjab?im oging to go for, a simple answer, in the factory, i would say that the vehicle spawn point is too far back, try moving it forward a bit.. and the same sort of thing with the air strip.. make sure that the spawn point is in the right spot... i've found the renegade to be a bit sensative to this

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