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Subject: Aircraft in Skirmish...

Posted by [Anonymous](#) on Wed, 03 Apr 2002 17:20:00 GMT

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quote:Originally posted by Ragnarok2:Open up the skirmish text file (can't remember the name)and add these lines at the

end:MapName=Skirmish00.lsdModName=mp\_airmod\_testv1.pkgMapName00=Skirmish00.lsdIt should now work in MP Practice, just switch teams, and destroy the top Apache so you can move the bottom one (use the chem warrior)Does that work without a file named mp\_airmod\_testv1.pkg?

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