Subject: Aircraft in Skirmish...
Posted by Anonymous on Wed, 03 Apr 2002 17:17:00 GMT
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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)