
Subject: Nod weapons factory

Posted by [Deafwasp](#) on Sat, 05 Apr 2003 15:47:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

DeafwaspGeneral HavocI can make a Nod building controller for a custom made Weapons Factory and also make helipads. If you were going to mod the original Weapons Factory then you would have to rename all of the mesh prefixes from mgwep to mnwep to allow the building to work with a controller. I take it the helipad would be for flying vehicles delivery. If you need any help let us know.

_General Havoc

I was thinking take the airstrip off, but leave the air tower. Then add on to the tower a big helipad. should be not much bigger than the warfactory.

And a chinook or something replaces the cargo plane.

I will begin work on both a nod helipad drop, and a nod warfac.
