
Subject: models in the always.dat

Posted by [reborn](#) on Mon, 16 May 2005 20:01:02 GMT

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a chicken, cockroach, fly, pigeon, rat, scorpion, seagul and a squirrel exist, can anyone please tell me their exact file name and path please? Like characters\gdi mini-gunner\c_ag_gdi_mg.w3d is the GDI minnigunner, please state the same but for the above models... Or even better, tell me where I can find the buggers in level edit

Thankyou for reading and many thanks in advance for any useful help.
