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Subject: Help With Commanche

Posted by [reborn](#) on Wed, 18 May 2005 15:25:37 GMT

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use level edit and go to object\vehichle\Nod Vehichle\Nod Apache\CnC\_Nod\_Apache then hit the Mod button, the select the Physics Model tab and change the Model name to this: vehicles\nod comanche\v\_ag\_nod\_heli.w3d then it will change the model to the comanche, this is going under the assumption that you intend to make it a objects.ddb mod and you know the rest yourself... Here is a screen shot:

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