Subject: always.dat
Posted by _SSnipe_ on Mon, 04 Jun 2007 02:51:52 GMT

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i was talking to someone about how to add these cool things to maps and add stuff like a helipad on cp2 maps he said jsut pick an object and change the model so i picked a large_Blocker and replaced it with the model name of the nod helipad he told me and it worked!!! so i went into this server and they had a raptor that said was a gdi soldier so he changed the model of that now im wondering where did he find a raptor model at? and whats ot called now if there inside the aslways.dat does anyone know the list of availabl models?

it whould be cool to find the name of that raptor model and use it in my mod