
Subject: Re: C&C_Flying_Mixes for leveledit
Posted by [R315r4z0r](#) on Sun, 23 Sep 2007 16:35:37 GMT
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They should already be in level edit.. no?

Just in the preset tree open up terrain, then open up "Levels - Multi Player" Then scroll down to the last City which should say "C&C_Map_City 0325f" then in that select terrain, click make, then select ramps, and click make.

TA-DA City flying.
