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Subject: Re: Helipads

Posted by [The Executor](#) on Wed, 27 Feb 2008 16:35:23 GMT

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Gen\_Blacky wrote on Tue, 26 February 2008 22:21Reaver11 wrote on Tue, 26 February 2008 15:16Jerad Gray wrote on Mon, 25 February 2008 08:17Check the following using w3d importer:

mghe\_ag\_1.w3d

mnhel\_ag\_1.w3d

hel\_ag\_exp.w3d

Arent these only the aggregates of the helipads?

yes , hel\_ag\_exp.w3d is explosion animation or destroyed model.

Yes okay but isent the others just like the outer rim the aggregates not the full helipad.

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