
Subject: Re: Presets:

Posted by [Jerad2142](#) on Thu, 09 Oct 2008 14:51:00 GMT

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None of the helicopter tiles work correctly by default because their 3D models are contained inside the .mix files of the single play levels.

But if you put the 3D models into you mix I do believe they should work.

mghel_ag_1

hel_ag_exp

I don't know of any big white crate, I have seen some servers that have crates besides the yellow ones I guess, but I don't know what their name is. But even if I did know their name, they won't work without the special server side scripting. The name of the yellow crate spawner is CnC_Spawner_Crate.

If you mean the non advanced guardtower its GDI_Guard_Tower. But if you mean those buildings in single player, their meshes are part of the levels, you would have to edit the level mesh in RenX, and separate them from the level and then save it as a new .w3d.

GDI_Guard_Tower
