
Subject: Re: Another dumb question from me.
Posted by [ChewML](#) on Sun, 18 Oct 2009 22:16:02 GMT
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Ok, so I have tried it every way I could think of... but it still crashes...

So if someone would please edit the files for me but take a SS to show the difference I would be very grateful.

I only ask because it sounds easy enough, but I am a n00b.

Just to make sure everyone is clear on my goal: I am trying to make it so General Locke replaces the desert Havoc.

Here are the files to save some time.

File Attachments

- 1) [c_ag_havocd.w3d](#), downloaded 149 times
 - 2) [c_ag_gdi_locke.w3d](#), downloaded 137 times
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