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Subject: HELP!!!!, major mod threatening problem!!!  
Posted by [Anonymous](#) on Sat, 09 Nov 2002 19:54:00 GMT  
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i cannot add air units!!!whenever i try to add any of the air units windows XP says that the prgram crashed, heres what ive tried:-installing again-deleting level edit then installing-trying it in different map-trying it in different mod pack-restarting my computer for once -changing the date on my comp-and of course screaming my head off in frustration...can anyone help???

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Subject: HELP!!!!, major mod threatening problem!!!  
Posted by [Anonymous](#) on Sat, 09 Nov 2002 21:57:00 GMT  
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Try rebooting. [ November 09, 2002, 21:58: Message edited by: DeafWasp ]

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Subject: HELP!!!!, major mod threatening problem!!!  
Posted by [Anonymous](#) on Sat, 09 Nov 2002 22:28:00 GMT  
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quote:Originally posted by Maimer1:i cannot add air units!!!whenever i try to add any of the air units windows XP says that the prgram crashed, heres what ive tried:-installing again-deleting level edit then installing-trying it in different map-trying it in different mod pack-restarting my computer for once -changing the date on my comp-and of course screaming my head off in frustration...can anyone help???

I think you mean in Commando (LevelEdit) correct?If that is the case then you'll have to extract the models out of always2.dat I believe. And stick them into your mod folder. And make sure the preset location matches the location of the .w3d

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Subject: HELP!!!!, major mod threatening problem!!!  
Posted by [Anonymous](#) on Sat, 09 Nov 2002 22:48:00 GMT  
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Commit Suicide... (LOL jk)

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Subject: HELP!!!!, major mod threatening problem!!!  
Posted by [Anonymous](#) on Sun, 10 Nov 2002 01:12:00 GMT  
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I dunno, I never did any model extractions. Just change the LevelSetting to AllowFlying or whatever it was on that one Pull down menu.Never had A problem. (of course I only did a couple.)

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Subject: HELP!!!!, major mod threatening problem!!!  
Posted by [Anonymous](#) on Sun, 10 Nov 2002 06:31:00 GMT  
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Yes - i do what Garth does --what do you mean exactly? Add air units?do you mean models?or just enabling them?Your level may be corrupted - try an earlier copy -also - some have remade an entire level to get rid of similar CTD errors.more info please...

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Subject: HELP!!!!, major mod threatening problem!!!  
Posted by [Anonymous](#) on Sun, 10 Nov 2002 07:33:00 GMT  
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no offense but some of your guys answers make you look like idiots, in my message i stated that i had restarted my comp and that i had tried it in different maps and mod packs, een a new one, ill try extracing them, but i already eneabled airunits in the level settings, and yes this is in commando

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Subject: HELP!!!!, major mod threatening problem!!!  
Posted by [Anonymous](#) on Sun, 10 Nov 2002 07:42:00 GMT  
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quote:Originally posted by Ingrownlip: quote:Originally posted by Maimer1:i cannot add air units!!!whenever i try to add any of the air units windows XP says that the prgram crashed, heres what ive tried:-installing again-deleting level edit then installing-trying it in different map-trying it in different mod pack-restarting my computer for once -changing the date on my comp-and of course screaming my head off in frustration...can anyone help???I think you mean in Commando (LevelEdit) correct?If that is the case then you'll have to extract the models out of always2.dat I believe. And stick them into your mod folder. And make sure the preset location matches the location of the .w3dthank you, thank you, thank you, thank you, thank you, thank you, thank you, thank you, thank you, thank you, thank you, thank you, thank you, thank you, im done.now i just have to check to see if they work ingame, bTW it is always.dat not always2.dat

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Subject: HELP!!!!, major mod threatening problem!!!  
Posted by [Anonymous](#) on Sun, 10 Nov 2002 07:58:00 GMT  
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it works, thnx alot!!!

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Subject: HELP!!!!, major mod threatening problem!!!  
Posted by [Anonymous](#) on Sun, 10 Nov 2002 09:11:00 GMT  
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quote:Originally posted by Maimer1:no offense but some of your guys answers make you look like idiots, in my message i stated that i had restarted my comp and that i had tried it in different maps and mod packs, een a new one, ill try extracing them, but i already eneabled airunits in the level settings, and yes this is in commandohmmm - thats a good way to get help... insult the people trying to help....

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Subject: HELP!!!!, major mod threatening problem!!!  
Posted by [Anonymous](#) on Sun, 10 Nov 2002 09:17:00 GMT  
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Subject: HELP!!!!, major mod threatening problem!!!  
Posted by [Anonymous](#) on Sun, 10 Nov 2002 10:09:00 GMT  
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Just a thought not sure if it will work or not but set your program file compatibility to Win 98 what xp you running home or Pro if your running home take cd to park use as fressbie bye pro

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Subject: HELP!!!!, major mod threatening problem!!!  
Posted by [Anonymous](#) on Sun, 10 Nov 2002 15:50:00 GMT  
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ive got pro but thnx for trying to help, someone already helped

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Subject: HELP!!!!, major mod threatening problem!!!  
Posted by [Anonymous](#) on Sun, 10 Nov 2002 16:50:00 GMT  
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quote:Originally posted by StoneRook: quote:Originally posted by Maimer1:no offense but some of your guys answers make you look like idiots, in my message i stated that i had restarted my comp and that i had tried it in different maps and mod packs, een a new one, ill try extracing them, but i already eneabled airunits in the level settings, and yes this is in commandohmmm - thats a good way to get help... insult the people trying to help.... Well mide as well...being nice to them isn't going to make them smarter...well...now im an idiot...BURN ALL OF YOU GO HUMP MONKEY'S IN ETERNAL PURPLE HELL FIRE!!!!!!!!!!

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