Subject: Question about mapping
Posted by Anonymous on Sun, 17 Nov 2002 10:49:00 GMT
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I made a nice map, the proplem is that, by mistake, replace the harvester with something else, is there a way to change it back?

Subject: Question about mapping
Posted by Anonymous on Sun, 17 Nov 2002 10:56:00 GMT
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I went to the Mod thing and i clicked model and changed it... to the wrong thing...

Subject: Question about mapping
Posted by Anonymous on Sun, 17 Nov 2002 10:56:00 GMT
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can you be more specific as to how you switched it???

Subject: Question about mapping
Posted by Anonymous on Sun, 17 Nov 2002 11:56:00 GMT
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Just replace the model path with the right one from below:GDI's Harvester: vehicles\gdi harvester\v_gdi_hrvstr.w3dNod's Harvester: vehicles\nod harvester\v_nod_hrvstr.w3d