Subject: GDI Guard Tower(s)?
Posted by rrutk on Tue, 08 Apr 2008 20:16:28 GMT
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In Leveledit the (Standard-Preset) GDI Guard Tower is Model A (see picture below). It's NOT a model of mine!

But InGame it is Model B.

So where (which file) is Model A? Leveledit has to know it from somewhere.....???