

---

Subject: GDI CnC Minnigunner Preset (Dialog Bug)  
Posted by [rrutk](#) on Wed, 05 Oct 2011 16:37:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

GDI CnC Minnigunner Preset (Dialog Bug)

While importing the standard presets to Leveledit I saw, that the GDI CnC Minnigunner Preset has a bug: there are a bunch of Dialogs on it.

No other CnC Soldier preset has this.

So my question is: is it really necessary to temp a new preset, change the team purchase settings and all startup spawners to the new one?

or is this fixed serverside?

If so, needs the preset the remain with this name?

---

### File Attachments

1) [minnigunner.jpg](#), downloaded 1098 times

**Edit object**

General | Physics Model | Settings | Dependencies | Scripts | Dialogue

Listed below are the remarks this AI unit can say during the set of registered events. To edit a remark, double-click on its entry in the list.

Dialogue:

| Event                   | Text                    |
|-------------------------|-------------------------|
| TAKE_DAMAGE_FROM_FRIEND | M00TDF_A_001IN_GEMG_SND |
| TAKE_DAMAGE_FROM_ENEMY  | M00TFEA_001IN_GEMG_SND  |
| DAMAGE_FRIEND           | M00DFAX_001IN_GEMG_SND  |
| DAMAGE_ENEMY            | M00DECX_001IN_GEMG_SND  |
| KILLED_FRIEND           | M00TFIRE_001IN_GEMG_SND |
| KILLED_ENEMY            |                         |
| SAW_FRIEND              |                         |
| SAW_ENEMY               |                         |
| OBSOLETE_01             |                         |
| OBSOLETE_02             |                         |
| DIE                     | M00KIGD_001IN_GEMG_SND  |
| POKE_IDLE               | M00PORI_001IN_GEMG_SND  |
| POKE_SEARCH             |                         |
| POKE_COMBAT             |                         |
| IDLE_TO_COMBAT          | M00ITOC_001IN_GEMG_SND  |
| IDLE_TO_SEARCH          | M00ITOS_001IN_GEMG_SND  |
| SEARCH_TO_COMBAT        | M00STOC_001IN_GEMG_SND  |
| SEARCH_TO_IDLE          | M00STOI_001IN_GEMG_SND  |
| COMBAT_TO_SEARCH        |                         |
| COMBAT_TO_IDLE          |                         |

OK Cancel OK & Propagate...

- ▲ GDI
  - ▲ GDI\_Brigadier\_Locke
  - ⊕ ▲ GDI\_Engineer\_0
  - ⊕ ▲ GDI\_Engineer\_2SF
  - ▲ GDI\_Female\_Lieutenant
  - ⊕ ▲ GDI\_Grenadier\_0
  - ⊕ ▲ GDI\_Grenadier\_2SF
  - ⊕ ▲ GDI\_Ignatio\_Mobius
  - ⊕ ▲ GDI\_Logan\_Sheppard
  - ⊖ ▲ GDI\_MiniGunner\_0
    - ⊖ ▲ CnC\_GDI\_MiniGunner\_0
      - ▼ CnC\_GDI\_MiniGunner\_0
        - ▲ CnC\_GDI\_MiniGunner\_0\_Skirmish
      - ▲ GDI\_Minigunner\_0\_Agg
      - ▲ GDI\_Minigunner\_0\_Def
      - ▲ GDI\_Minigunner\_IonCannon\_JDG
      - ▲ GDI\_Minigunner\_LaserRifle
    - ⊕ ▲ MX0\_GDI\_MiniGunner\_0
  - ⊕ ▲ GDI\_Minigunner\_10ff
  - ⊕ ▲ GDI\_Minigunner\_2SF
  - ⊕ ▲ GDI\_Minigunner\_3Boss
  - ▲ GDI\_MP
  - ⊕ ▲ GDI\_Prisoners
  - ⊕ ▲ GDI\_RocketSoldier\_0
  - ⊕ ▲ GDI\_RocketSoldier\_10ff
  - ⊕ ▲ GDI\_RocketSoldier\_2SF
  - ⊕ ▲ GDI\_RocketSoldier\_3Boss
  - ⊕ ▲ GDI\_Sydney
- ⊕ ▲ Mutant
- ⊕ ▲ Nod
- ▲ Walk-Thru
- Spawner
- Special Effects
- Transition
- Vehicle
- dings
- nitions
- my Object
- ver Spots