



Subject: Re: HEEEEEEELLLLLPPPP!!!!!!!!!!  
Posted by [Jerad2142](#) on Fri, 10 Nov 2006 06:38:04 GMT  
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If its not going to be a random weapon all you have to do is change the "WeapondfID" of "CnC\_GDI\_MiniGunner\_0" and "CnC\_Nod\_MiniGunner\_0".  
People say a picture is worth a thousand words so:

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Subject: Re: HEEEEEEELLLLLPPPP!!!!!!!!!!  
Posted by [thrash300](#) on Fri, 10 Nov 2006 07:24:18 GMT  
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They will start out with weapons of my choice, how do I change the character?.....Is this going to be a MOD?

P.S.: I appreciate our help.

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Subject: Re: HEEEEEEELLLLLPPPP!!!!!!!!!!  
Posted by [icedog90](#) on Fri, 10 Nov 2006 09:49:34 GMT  
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Please edit your posts next time instead of triple posting. Thanks.

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Subject: Re: HEEEEEEELLLLLPPPP!!!!!!!!!!  
Posted by [Jerad2142](#) on Fri, 10 Nov 2006 21:46:39 GMT  
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Yes it will be a mod, the easiest way to do it is to skimpily rename "CnC\_GDI\_MiniGunner\_0" to "CnC\_GDI\_MiniGunner\_1" and then name a different GDI infantry that you want to spawn for GDI as "CnC\_GDI\_MiniGunner\_0" (this would be useful if you didn't like scripting). Or you can use the script "JFW\_Change\_Spawn\_Character" (the advantage to using that script is with enough scripting, you could set up a timer so every few seconds [or minutes, hours whatever] it would change what charter you spawned as [just ask if you want a more detailed explanation about this, but to save time I'm not going to explain it now.]).

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Subject: Re: HEEEEEEELLLLLPPPP!!!!!!!!!!  
Posted by [thrash300](#) on Sat, 11 Nov 2006 20:56:45 GMT  
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Scripting is what I will do. But this will be my first time.

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Quote:just ask if you want a more detailed explanation about this.

Please

Please help:

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Subject: Re: HEEEEELLLLLPPPP!!!!!!!!!!  
Posted by [Jerad2142](#) on Sat, 11 Nov 2006 23:04:51 GMT  
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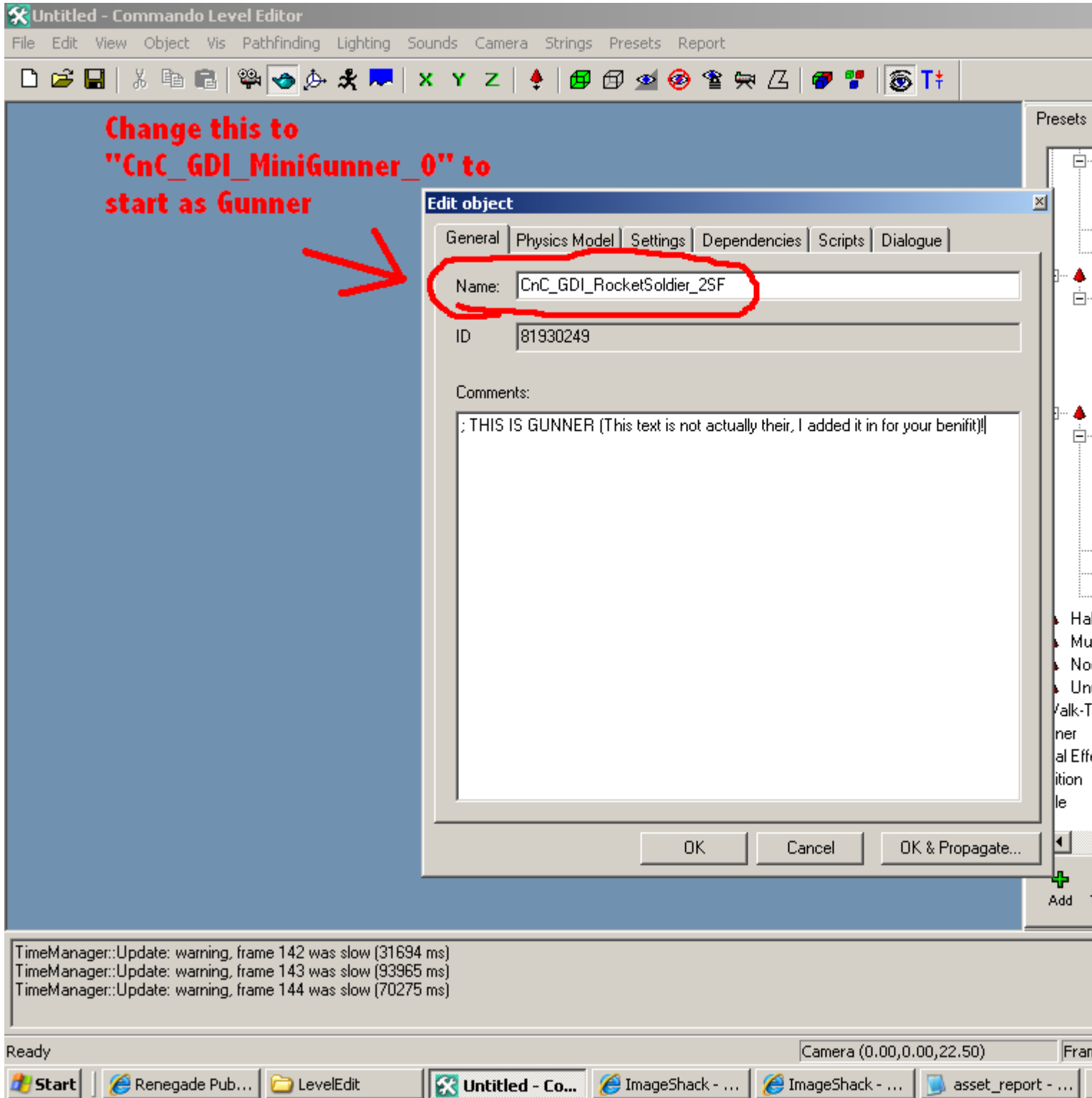
Ok, that is a different way of doing things I think, I meant you to do the scripting through level editor, then you don't even have to mess with ssaow. EX:

Oh and "POW" is a power up that would appear on the ground, "weapon" is what would directly be given to charter

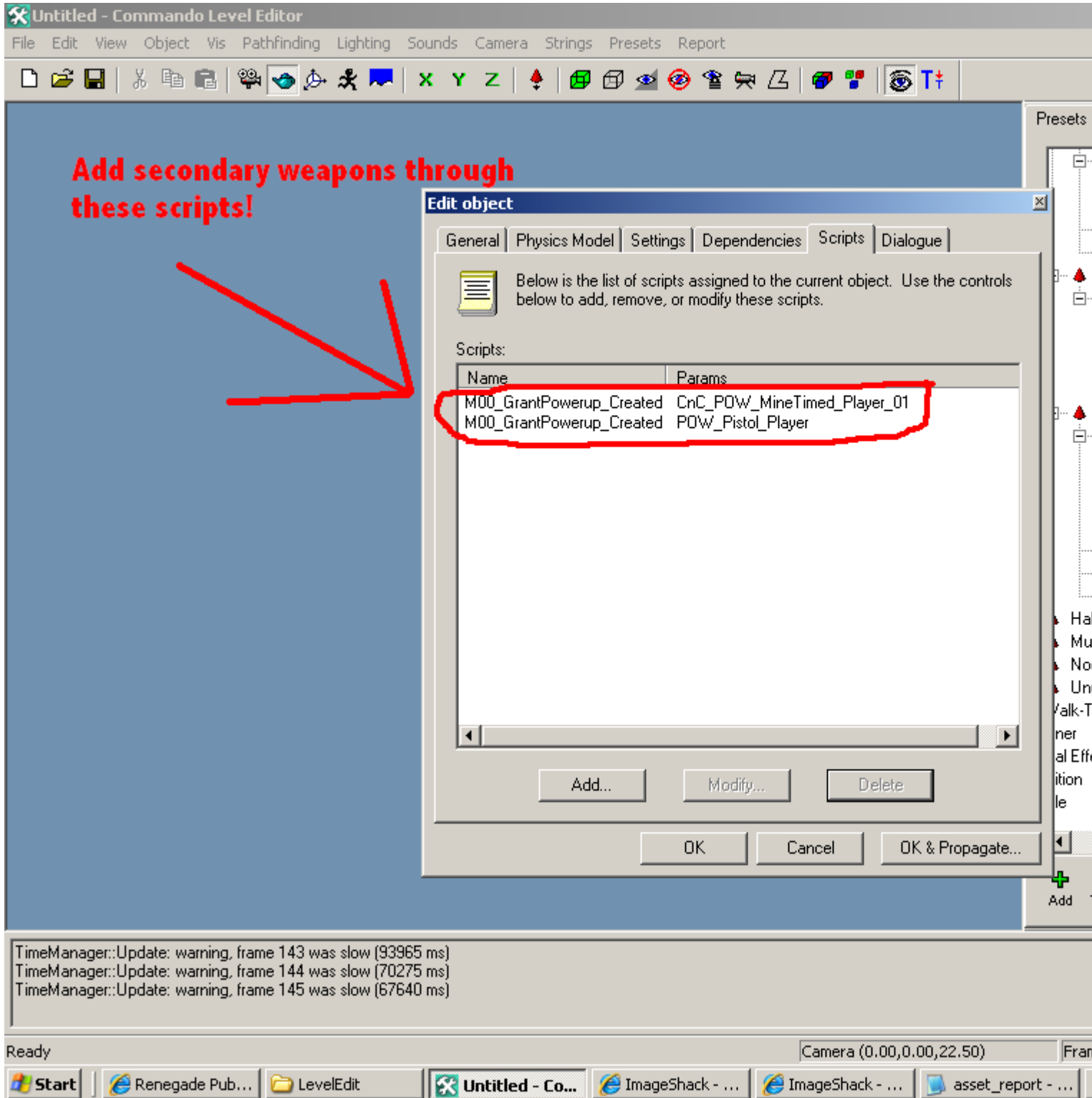
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#### File Attachments

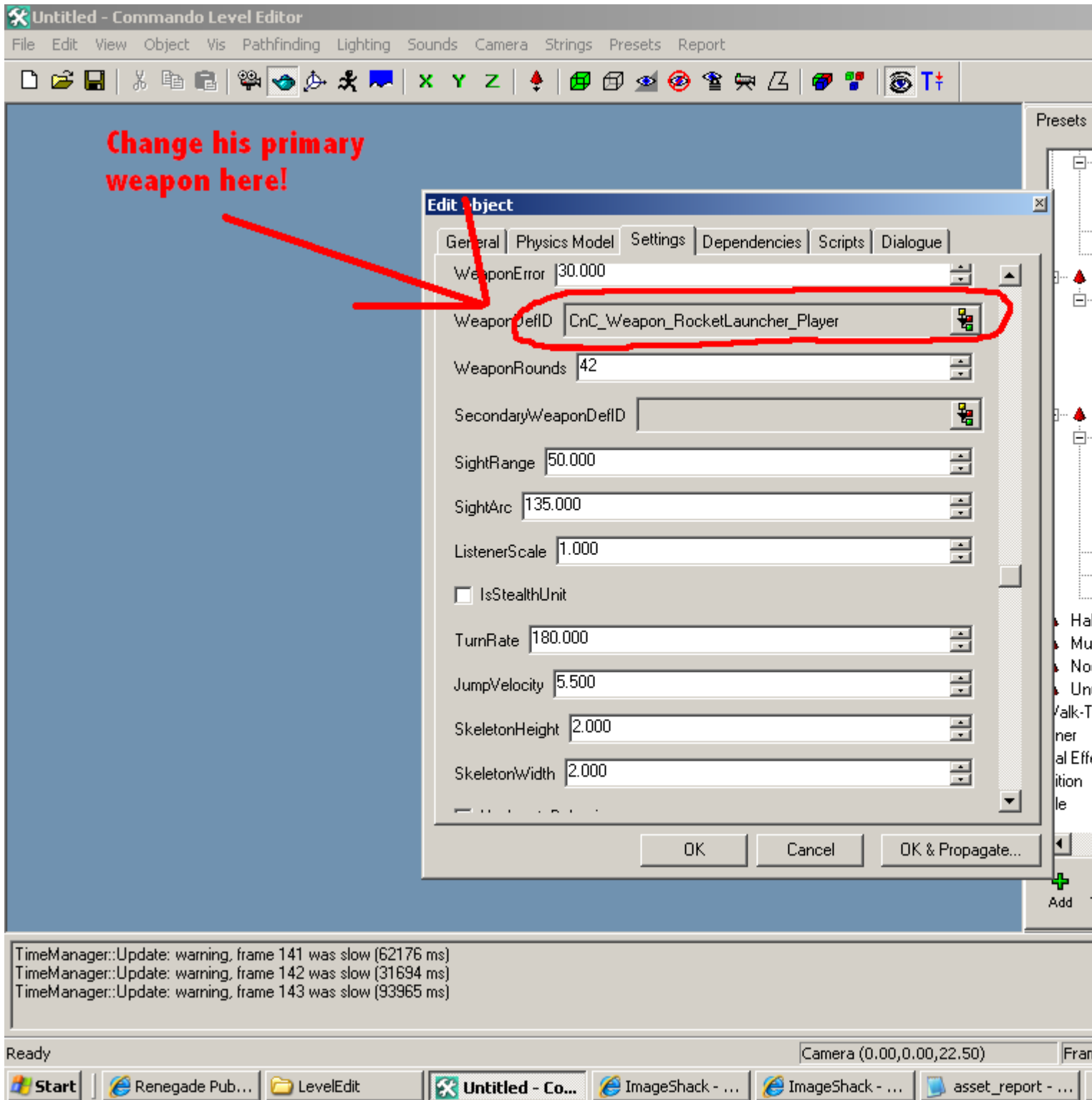
1) [namechange.png](#), downloaded 469 times



2) [add secondary weapons.png](#), downloaded 476 times



3) [weapon.png](#), downloaded 455 times



Change his primary  
weapon here!

**Edit Object**

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

WeaponError 30.000

WeaponDefID CnC\_Weapon\_RocketLauncher\_Player

WeaponRounds 42

SecondaryWeaponDefID

SightRange 50.000

SightArc 135.000

ListenerScale 1.000

IsStealthUnit

TurnRate 180.000

JumpVelocity 5.500

SkeletonHeight 2.000

SkeletonWidth 2.000

OK Cancel OK & Propagate...

TimeManager::Update: warning, frame 141 was slow (62176 ms)  
TimeManager::Update: warning, frame 142 was slow (31694 ms)  
TimeManager::Update: warning, frame 143 was slow (93965 ms)

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Subject: Re: HEEEEELLLLLPPPP!!!!!!!!!!  
Posted by [thrash300](#) on Sun, 12 Nov 2006 05:30:47 GMT  
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Thanks!, but I much rather stick with SSAOW. So...:

[/quote]

By the way:

EDIT: By the way, whats your name on Renegade? I'll look for you, if thats ok. I enjoy 1 on 1.

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Subject: Re: HEEEEEEELLLLLPPPP!!!!!!!!!!  
Posted by [Jerad2142](#) on Sun, 12 Nov 2006 08:04:08 GMT  
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thrash300 wrote on Sat, 11 November 2006 22:30[[size=7](#)]EDIT: By the way, whats your name on Renegade? I'll look for you, if thats ok. I enjoy 1 on 1.

I will PM you it.

And about the chicken, make a clone of it in the presets because the original will crash the game.

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