Subject: objects.ddb

Posted by medmech12 on Sat, 15 Nov 2008 19:25:27 GMT

View Forum Message <> Reply to Message

Hey guys,

Ok, I editied the preset CnC\_Nod\_Minigunner\_0 and adjusted its life and armor. When I fire up a game, I spawn as a Nod Soldier and it stays at the original 100 life and 100 armor. Only when I buy a standard minigunner at the PT, the life changes to what I put in objects.ddb. Can someone tell me how to fix this?

Subject: Re: objects.ddb

Posted by Gen\_Blacky on Sat, 15 Nov 2008 19:28:03 GMT

View Forum Message <> Reply to Message

how are you testing it

Subject: Re: objects.ddb

Posted by medmech12 on Sat, 15 Nov 2008 19:48:00 GMT

View Forum Message <> Reply to Message

i test it in multiplayer practice

Subject: Re: objects.ddb

Posted by Snipe on Sat, 15 Nov 2008 20:00:40 GMT

View Forum Message <> Reply to Message

haha so which means its in his data...hack not a server mod haha

Subject: Re: objects.ddb

Posted by ErroR on Sat, 15 Nov 2008 20:19:10 GMT

View Forum Message <> Reply to Message

SSnipe wrote on Sat, 15 November 2008 22:00haha so which means its in his data...hack not a server mod haha

i use a mix.. it's still stays the same after i edit it.

Subject: Re: objects.ddb

Posted by cnc95fan on Sat, 15 Nov 2008 20:42:15 GMT

View Forum Message <> Reply to Message

Make sure you adjust the max health aswell. But it works fine for me otherwise.

File Attachments
1) ScreenShot01.png, downloaded 417 times

Page 2 of 4 ---- Generated from Command and Conquer: Renegade Official Forums



Subject: Re: objects.ddb

Posted by Scrin on Sun, 16 Nov 2008 08:37:00 GMT

View Forum Message <> Reply to Message

cnc95fan wrote on Sat, 15 November 2008 14:42Make sure you adjust the max health aswell. But it works fine for me otherwise.

nice hud, whare you get it?

Subject: Re: objects.ddb

Posted by cnc95fan on Sun, 16 Nov 2008 15:39:33 GMT

View Forum Message <> Reply to Message

RenHelp.net