Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Thu, 13 Feb 2003 23:27:00 GMT
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Ok, how do you modify infantry scripts? Commando won't let me directly modify them... I have already added in a new(modified) blue tiberium flechette gun for the custon mutants and want to add that weapon as the main weapon for the unit. I have no troubles with this, but I also want them to recieve a pistol and timed mine as an auto spawn. But commando only allows me to alter the exsisting scripts as number values??? How do I fix this?