Subject: replacing guns
Posted by Anonymous on Tue, 01 Oct 2002 01:49:00 GMT
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in LevelEdit, there is a preset tree for ammothat is where the weapons are at. I forget exactly but its like OBJECTS>AMMO> or somethingthen you can add a weapon, point to your W3D file.set all the specs for it.then you can tell a soldier preset to use your gun as Primary Weap ID.