
Subject: Changing Presets...

Posted by [Burn](#) on Fri, 28 Jan 2005 03:25:23 GMT

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I'm currently trying to find a way to spawn the players (in an online game) with a custom weapon already in their HUD.

I noticed in one of the soldiers presets, there was something called POW_Pistol_Player, which I presume is the script that allows the player to spawn with the regular default Renegade silenced pistol.

I do not have a modded skin or anything, I'm simply trying to mod the function of the gun. The only trouble I'm having is getting the player to start out in the mission with the custom gun already in their HUD.

Any suggestions anyone?
