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Subject: Changing Weapon Damage

Posted by [Kanryo](#) on Mon, 13 Mar 2006 08:16:40 GMT

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Is it at all possible to change the damage a weapon does, universally over all maps? I'm looking to tweak the campaign around a little bit, and can't figure out how I would make the starting pistol more powerful.

Also, would it be possible to put a permanent regenerating health effect on the player, over all campaign maps, all the time, for say 1 health per second?

Sorry if I've missed any sort of etiquette rules or anything as this is my first post. Please tell me if I have. Thanks!

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