
Subject: Re: want certain things lol

Posted by [LR01](#) on Sun, 13 Aug 2006 09:23:16 GMT

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Yes, I see,

I start with GDI

goto: Object ; Soldier ; Soldier_Presets ; GDI ; GDI_MiniGunner_0 ; CnC_GDI_MiniGunner_0

Click on it then Mod

Go to the scripts tab

There you will see : (as it is correct)

2 scripts, both M00_GrantPowerup_Created

now, 1 is the pistol and the other the c4

edit 1 (change to repairgun)

ore add the same script and fill it with the repairgun

For Nod; the same only replace GDI with NOD

By the way,

CnC_POW_RepairGun_Player

is the correct name

well, for the engineer's gun

this method allow you to give them as many guns as you want.

but if you edit the charter, find the setting tab with WeaponDefID (you see you can fill in 2 weapons) used for vechiles, you can also fill it with a other weapon ore edit it.

cuz there isn't a POW version of the adv. char. repgun

you need the find the special repgun and fill it in there if you want to

(sorry but I'm Dutch so the spelling won't be that perfect)
