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Subject: Re: Modding Crates

Posted by [zunnie](#) on Sat, 27 Jan 2007 17:00:33 GMT

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bkill007 wrote on Sat, 27 January 2007 05:34haha o, i have no clue, so i guess modding crates is out of the question

Not exactly, you can copy the objects.aow from SSAOW to your Leveledit\Moddir\presets folder and rename it to objects.ddb once there.

Start leveledit with your mod and goto  
Object->Powerup->Soldier Powerups->Upgrade Powerups  
here you can mod a dozen or so powerups which are not used in renegade multiplayer at all.  
With existing scripts that come with SSAOW you can add scripts to them which will (for example but not limited to) change a players character when they pickup the powerup.  
Add JFW\_Change\_Character\_Powerup on the scripts tab to do this.

Make sure btw that you mod these powerups and check "Always Allow Grant" or nobody will be able to pick it up.  
Also dont forget to rename objects.ddb back to objects.aow and copy it to the server data folder, and always make a copy of the new objects.aow when something you changed is working, then if you fuxup something in the future which causes crashes you can revert fast n easy..

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