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Subject: JFW\_Building\_Gun

Posted by [General Havoc](#) on Tue, 10 Jun 2003 08:30:56 GMT

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The weapon ID should be entered under the ID parameter. You can't use a vehicle as a weapon however you can use the vehicle's weapon. Go to the preset tree and browse to Munitions > Weapon > Weapons\_Vehicle > CnC\_Weapons\_Apache\_Rocket You'll see when you browse the preset tree the different categories. When you find the desired weapon (extend the branches fully before choosing one as you'll see sub weapons sometimes) double click the preset and use the ID number you see there as well as the preset name if the JFW\_Building\_Gun asks for it.

Hope you get it working now

\_General Havoc

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