
Subject: Re: Obby Gun

Posted by [jnz](#) on Mon, 28 May 2007 13:47:24 GMT

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Reaver11 wrote on Thu, 17 May 2007 14:33 Just do what slave said -->

Goto (in LE) --> Object - Powerup - Soldierpowerups.

Most servers use the POW_Double_Damage as the obgun but if you want another. Then that isnt a problem.

Select the POW you want and click mod

Goto the settingstab - Then goto GrantweaponID -> Select the Oblisk weapon (Either Oblisk weapon of MX0_Oblisk)(Then difference is that one can kill buildings the other can't)

Then don't forget to tik the Grantweapon and Alwaysallowgrant.

There you have you're obgun.

Note -> You can do this with everyweapon in the game BUT some don't have gunmodels and it isn't server-side to change gunmodels. (So first check a weapon if it has a gunmodel)

If you want to use this weapon on the Server either make a dropscrip or make a map.

You can simply take C&C_Field.mix form the Westwood multiplayermaps. Downloadeble on <ftp.westwood.com>

Then add the POW_Double_Damage on the map (Either as spawner or just for testing)

Then goto Levels in you're current 'account in LE'. Take the level.idd and level.ddb (In this situation prob Field.idd)

Then copy them and paste them in you're server data directory.

After that goto you're LE 'account' and take the objects.ddb and move it to you're server-data directory. Make a backup of you're old objects. Then rename objects.ddb to objects.aow.

And run the map field and have fun ^^

That was the working answer, before you really said anything.

And you started the flaming
