
Subject: objects.ddb

Posted by [medmech12](#) on Sat, 15 Nov 2008 19:25:27 GMT

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Hey guys,

Ok, I edited the preset CnC_Nod_Minigunner_0 and adjusted its life and armor. When I fire up a game, I spawn as a Nod Soldier and it stays at the original 100 life and 100 armor. Only when I buy a standard minigunner at the PT, the life changes to what I put in objects.ddb. Can someone tell me how to fix this?
