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Subject: Re: Mod crashes every time I use a weapon  
Posted by [Reaver11](#) on Tue, 04 May 2010 13:43:46 GMT  
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Ok please just extract the armor.ini from you always2.dat and place it in your 'modpackage'->  
Always -> INI

The standard level editor Armor.INI only contains the following warheads ->

Toggle Spoiler[Warhead\_Types]

0=None  
1=Steel  
2=Steel\_NoBuilding  
3=Shrapnel  
4=Explosive  
5=Explosive\_NoBuilding  
6=Shell  
7=Shell\_NoBuilding  
8=Flamethrower  
9=TiberiumRaw  
10=TiberiumBullet  
11=TiberiumShrapnel  
12=C4  
13=Laser  
14=Laser\_NoBuilding  
15=Repair  
16=IonCannon  
17=Nuke  
18=Fire  
19=Chem  
20=Electric  
21=Visceroid  
22=Earth  
23=RegenHealth  
24=BlamoKiller  
25=Death  
26=Harmless

The flamethrower and chemsprayer were placed later on in always2.dat and if you get this bug it means your armor.ini is outdated.

The always2.dat warheads

Toggle Spoiler

[Warhead\_Types]

0=None  
1=Steel  
2=Steel\_NoBuilding  
3=Shrapnel

4=Explosive  
5=Explosive\_NoBuilding  
6=Shell  
7=Shell\_NoBuilding  
8=Flamethrower  
9=TiberiumRaw  
10=TiberiumBullet  
11=TiberiumShrapnel  
12=C4  
13=Laser  
14=Laser\_NoBuilding  
15=Repair  
16=IonCannon  
17=Nuke  
18=Fire  
19=Chem  
20=Electric  
21=Visceroid  
22=Earth  
23=RegenHealth  
24=BlamoKiller  
25=Death  
26=Harmless  
27=CNC\_Flamethrower  
28=CNC\_Chem

Now you find they have added the CNC\_Flamethrower and the CNC\_Chem warhead. By firing in the air you are not hitting anything thus no need for checking damage and what not.

Currently your game tries to use the warhead CNC\_Chem and CNC\_Flamethrower for the Flamethrower, Flame tank and Chemsprayer. These are defined at the weapons. Yet your game cant load these settings from the armor.ini because they arent there.

I have uploaded the correct version of armor.ini. Compare it with your old one and I bet you see a difference

You can just use this version for your mod.

## File Attachments

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1) [armor.ini](#), downloaded 162 times

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