
Subject: Re: Objects.gm/ddb

Posted by [Comp_uter15776](#) on Sun, 05 Aug 2012 21:03:08 GMT

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Xpert, I stated in my 2nd post that I changed map-specific settings to .gm, I actually did my research and saw a previous post you made where you detailed what your tt.cfg looked like.

Anyway, sorry to lash out like that, it's been a long day.

For more info, I changed POW_Double_Damage to Obbygun (the MX0 object), POW_Neuro_Link to Agtgun (the AGT_Missile object), POW_Adrenaline_Syring to the Ultigun (there's only one it can be I believe) and finally POW_Medal_Armor and POW_Medal_Health to Grant 50 Armor and 50 HP respectively.

This was all off memory (with regards to the POW_ names) but that's only say, POW_Medal_Armor might be POW_Armor_Medal or something. Everything else is correct. I've changed nothing else from that, and all presets are named as their originals.
