
Subject: I guess I've made the first mod...
Posted by [Anonymous](#) on Wed, 17 Apr 2002 23:38:00 GMT
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Got ride of beacons.. God I hate 'em. Didn't do it to be the first mod.. I don't want to ahve the bragging about having first mod and stuff.. We'll see who can make the best. It's not tested, but I'm pretty sure it works. Now If only I could find the .w3d files so I can edit them and add alt-fires to guns..

Subject: I guess I've made the first mod...
Posted by [Anonymous](#) on Wed, 17 Apr 2002 23:40:00 GMT
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How'd you gain access to those files? (like what program did you use, and where'd you look?)

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Posted by [Anonymous](#) on Wed, 17 Apr 2002 23:53:00 GMT
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On the right side... has a list of stuff.. go to munitions, go to weapons, click on the first thing under that(i forgot it's name) then go to gdi_ionbeacon or what ever it's called.. click on it once, then under that list of things there are some buttons.. the like 4th one is mod. Click on that, then click on the tabs up top to get to settings and stuff..Then after that you have to edit the buying menu to take out the nukes too. That made it pretty easy..

Subject: I guess I've made the first mod...
Posted by [Anonymous](#) on Thu, 18 Apr 2002 12:10:00 GMT
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Thank you!

Subject: I guess I've made the first mod...
Posted by [Anonymous](#) on Thu, 18 Apr 2002 12:14:00 GMT
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Cheese, I think you can assign alt-fires in the level editor. Just edit the properties of the weapon and give the secondary fire a different ammo type than the primary fire.

Subject: I guess I've made the first mod...
Posted by [Anonymous](#) on Thu, 18 Apr 2002 12:21:00 GMT

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Yeah.. I know that now.. I'm probly the last eprson here to get it.. And I'm working on adding the A-10 right now. thi si a great editor though.
