

---

Subject: MOD to edit weapons for characters  
Posted by [bobodude](#) on Sun, 19 Dec 2004 18:20:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

DOes anyone know a mod i can use to change the gun u respond with or to edit the weapons of characters?

---

---

Subject: MOD to edit weapons for characters  
Posted by [Deactivated](#) on Sun, 19 Dec 2004 18:57:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

You can't edit weapons with a mod.

---

---

Subject: MOD to edit weapons for characters  
Posted by [bobodude](#) on Sun, 19 Dec 2004 19:01:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

than how do i?

---

---

Subject: MOD to edit weapons for characters  
Posted by [Deactivated](#) on Sun, 19 Dec 2004 20:07:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

You can't.

---

---

Subject: MOD to edit weapons for characters  
Posted by [bobodude](#) on Sun, 19 Dec 2004 22:36:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

right.... i have seen it in many servers before WTF are u talking about???

---

---

Subject: MOD to edit weapons for characters  
Posted by [Deactivated](#) on Sun, 19 Dec 2004 22:58:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Exactly.. what you are actually talking about?

Editing weapons or changing a soldier's weapon?

---

---

Subject: MOD to edit weapons for characters  
Posted by [bobodude](#) on Sun, 19 Dec 2004 23:45:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I would like to know how to give the starting soldier a different gun, and if possible to give the characters different guns!!

---

Subject: MOD to edit weapons for characters  
Posted by [bisen11](#) on Mon, 20 Dec 2004 05:10:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I know how to do that with an Objects mod but that can cause 0 bug and no one likes that.

---

Subject: MOD to edit weapons for characters  
Posted by [Slash0x](#) on Mon, 20 Dec 2004 05:54:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

dude#1I know how to do that with an Objects mod but that can cause 0 bug and no one likes that. I only noticed this when the host is actually in the game.

---

Subject: MOD to edit weapons for characters  
Posted by [bobodude](#) on Mon, 20 Dec 2004 15:07:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

so how do i do it???

---

Subject: MOD to edit weapons for characters  
Posted by [xptek](#) on Mon, 20 Dec 2004 15:53:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Learning a little bit about SSAOW and Leveledit would be a start.

---

Subject: MOD to edit weapons for characters  
Posted by [Deactivated](#) on Mon, 20 Dec 2004 16:02:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Here we go.. a hundred questions about SSAOW and Leveledit coming up.

---

Subject: MOD to edit weapons for characters

---

Posted by [pulverizer](#) on Mon, 20 Dec 2004 16:15:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

100 questions and one answer:

<http://renhelp.co.uk/>

You'll find NEARLY everything you need to know.

---

---

Subject: MOD to edit weapons for characters

Posted by [bisen11](#) on Mon, 20 Dec 2004 22:49:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

If i do objects mods and delete that right after the level starts then 0 bug doesnt seem to happen, but maybe thats luck

---

---

Subject: MOD to edit weapons for characters

Posted by [bobodude](#) on Wed, 22 Dec 2004 03:41:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

i am too much of a n00b to understand this shit please be more simple!

---

---

Subject: MOD to edit weapons for characters

Posted by [Spice](#) on Wed, 22 Dec 2004 03:58:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

If I knew how I would explain in full detail. That is the hardest thing about trying to get help on these forums. No one explains anything in detail and most of the time they leave out key details.

I always try to not do that and help as much as I can. I really had to learn on my own and it was extremely hard. Hopfully someone will help you after reading this.

---

---

Subject: MOD to edit weapons for characters

Posted by [WNxCABAL](#) on Wed, 22 Dec 2004 09:11:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

bobodude, is it the characteristics of the weapons you want to change?

Like making a PIC shoot the Obi ray?

And spawn with different weapons rather than the minigun?

If thats it. I would be posting this on the FM forum, as they host / hosted (not sure, haven't been on renny in a bit) a SSM mod called Crazy CTF which contains what you are looking for.

---

If you are wanting it for client side to use on any server, this will be considered cheating and possible risk of a ban from servers.

Good Luck.

Andy

---

---

Subject: Re: MOD to edit weapons for characters  
Posted by [zunnie](#) on Wed, 22 Dec 2004 09:46:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

bobodudeDOes anyone know a mod i can use to change the gun u respond with or to edit the weapons of characters?

For your renegade game: Your asking how to cheat :/

For the renegade fds:

Install the SSCP1.2 <http://www.renguard.com> / <http://www.blackhand-studios.org>  
You can set weapon startup for characters in server2.ini at the bottom of the file. Read the readme.txt and also the ";" comment tags"

[zunnie]

---

---

Subject: MOD to edit weapons for characters  
Posted by [oxi](#) on Wed, 22 Dec 2004 17:13:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Why exactly do you want this information?

---

---

Subject: MOD to edit weapons for characters  
Posted by [bisen11](#) on Wed, 22 Dec 2004 17:16:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

You have AIM? I can tell you how to do it in an objects mod... Otherwise it's kinda hard to explain on here...

---

---

Subject: MOD to edit weapons for characters  
Posted by [zunnie](#) on Wed, 22 Dec 2004 22:04:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I know how it works

---