Subject: Changing Presets...
Posted by Burn on Fri, 28 Jan 2005 03:25:23 GMT

I'm currently trying to find a way to spawn the players (in an online game) with a custom weapon already in their HUD.

I noticed in one of the soldiers presets, there was something called POW_Pistol_Player, which I presume is the script that allows the player to spawn with the regular default Renegade silenced pistol.

I do not have a modded skin or anything, I'm simply trying to mod the function of the gun. The only trouble I'm having is getting the player to start out in the mission with the custom gun already in their HUD.

Any suggestions anyone?

Subject: Changing Presets...
Posted by kirby651 on Fri, 28 Jan 2005 05:20:39 GMT

so when you start you want to be holding an pistol, not a rifle?

Cant help you there. dont want to open pandora.ddb

Subject: Changing Presets...
Posted by Burn on Fri, 28 Jan 2005 05:37:56 GMT

No, you would still start off holding an auto-rifle like normal. It's when you switch the HUD number by pressing 1 is when you will have the custom weapon, and of course, without picking up any powerups for it first.

Subject: Changing Presets...
Posted by bisen11 on Fri, 28 Jan 2005 14:09:26 GMT

Talking about objects.ddb....?

Subject: Changing Presets...

Posted by Burn on Fri, 28 Jan 2005 15:28:22 GMT

I'm not entirely sure what I'd need to do/edit to get this to work.

I would only want this effect to work on this map, not all others. I'm still trying to get this to work in the Commando editor. Although, if there is any other way to make it work, that would be nice too.

Subject: Changing Presets...
Posted by vloktboky on Fri, 28 Jan 2005 19:53:47 GMT

Make a temp of the soldier's preset, and attach another M00_GrantPowerup_Created to it with the WeaponDef parameter being the name of your custom weapon's preset.