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Subject: weapon factory=weapons  
Posted by [ukshoot](#) on Sat, 09 Sep 2006 15:21:47 GMT  
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how do i go about changing the vehicles on renegade into weapon upgrades i have tried it on level editor but nothing happens when u buy the vehicle i have seen it done on other servers  
  
any ideas ?

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Subject: Re: weapon factory=weapons  
Posted by [Zion](#) on Sat, 09 Sep 2006 17:26:15 GMT  
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Try changing what the controller does, since the vehicles come from the controller.

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Subject: Re: weapon factory=weapons  
Posted by [futura83](#) on Sat, 09 Sep 2006 17:37:38 GMT  
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if you changed the building type of the WF to 'soldier factory', wouldnt it act just like a barracks, with the vehicle screen 'unavailable'?

or do you mean other changes?

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Subject: Re: weapon factory=weapons  
Posted by [ukshoot](#) on Sat, 09 Sep 2006 18:55:22 GMT  
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i wanted it so if you bought a apc you got a rocket launcher stuff like that.

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Subject: Re: weapon factory=weapons  
Posted by [futura83](#) on Sat, 09 Sep 2006 19:01:45 GMT  
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i just tested that briefly, i changed the object you get when buying a hummvee to a rocket launcher.

now, the rocket launcher spawned at 0,0,0 and i was given some sort of machine gun(like the humvee weapon).

edit: never mind, ive used this mod package as tests several times, and gave the orca machine gun to a gdi char.

gbut the powerup still goes to 0,0,0

p.s. something weird happens when i give the orca gun to a soldier:

here i am shooting myself, where the bullets are coming from is where i spawned

and after using a pt, it shot from where i stood

### File Attachments

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1) [ScreenShot31.png](#), downloaded 854 times



2) [ScreenShot32.png](#), downloaded 864 times



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Subject: Re: weapon factory=weapons  
Posted by [ukshoot](#) on Sat, 09 Sep 2006 19:27:51 GMT  
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i know about that ^ but what im trying to do is make the airstrip and weapon factory work as a

character classes..

buggy = gdi officer  
apc = gunner  
artillery = .....

humve = nod officer  
apc= SBH  
MRLS= .....

i have tried eveything in lvl editor no luck so far it must be possible.

i have seen it on some servers

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Subject: Re: weapon factory=weapons  
Posted by [Zion](#) on Sat, 09 Sep 2006 21:04:14 GMT  
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Just change what models the soldier factories use to the oppesit equivilant.

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Subject: Re: weapon factory=weapons  
Posted by [Whitedragon](#) on Sun, 10 Sep 2006 02:31:00 GMT  
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I've been planning to write a script that will allow you to replace vehicles and characters in the PT with powerups and have it work correctly. But theres no way you can do it unless you know how to script.

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Subject: Re: weapon factory=weapons  
Posted by [IronWarrior](#) on Sun, 10 Sep 2006 03:01:11 GMT  
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This is so easy. ./

Just replace the warfan controller with the barracks one and place it on the building.

Now you can buy troops in the war.

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Subject: Re: weapon factory=weapons

Posted by [Whitedragon](#) on Sun, 10 Sep 2006 03:11:40 GMT

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He wants to buy WEAPONS from the wf, not characters.

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Subject: Re: weapon factory=weapons

Posted by [LR01](#) on Sun, 10 Sep 2006 07:51:20 GMT

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try contact the server?

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Subject: Re: weapon factory=weapons

Posted by [futura83](#) on Sun, 10 Sep 2006 09:08:23 GMT

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IWarriors wrote on Sat, 09 September 2006 22:01 This is so easy. :/

Just replace the warfan controller with the barracks one and place it on the building.

Now you can buy troops in the war.

the17doctor wrote on Sat, 09 September 2006 12:37 if you changed the building type of the WF to 'soldier factory', wouldnt it act just like a barracks, with the vehicle screen 'unavailable'?

or do you mean other changes?

so basically, if he did that, the vehicle screen wouldnt be accessible

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Subject: Re: weapon factory=weapons

Posted by [IronWarrior](#) on Sun, 10 Sep 2006 10:11:25 GMT

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Whitedragon wrote on Sat, 09 September 2006 22:11 He wants to buy WEAPONS from the wf, not characters.

Ah, me bad.

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Subject: Re: weapon factory=weapons

Posted by [futura83](#) on Sun, 10 Sep 2006 10:14:00 GMT

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Whitedragon wrote on Sat, 09 September 2006 22:11He wants to buy WEAPONS from the wf, not characters.

wrong!

ukshoot wrote on Sat, 09 September 2006 14:27i know about that ^ but what im trying to do is make the airstrip and weapon factory work as a character classes..

buggy = gdi officer  
apc = gunner  
artillery = .....

humve = nod officer  
apc= SBH  
MRLS= .....

i have tried eveything in lvl editor no luck so far it must be possible.

i have seen it on some servers

he wants to do it so that one teams vehicles screen gives him the others characters

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Subject: Re: weapon factory=weapons  
Posted by [Whitedragon](#) on Sun, 10 Sep 2006 10:18:35 GMT  
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ukshoot wrote on Sat, 09 September 2006 11:21how do i go about changing the vehicles on renegade into weapon upgrades

ukshoot wrote on Sat, 09 September 2006 14:55i wanted it so if you buyed a apc you got a rocket launcher stuff like that.

Which one is it?

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Subject: Re: weapon factory=weapons  
Posted by [futura83](#) on Sun, 10 Sep 2006 10:41:34 GMT  
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it seems he dosnt know

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Subject: Re: weapon factory=weapons  
Posted by [Jonty](#) on Sun, 10 Sep 2006 14:38:57 GMT  
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What about the Alt+click on extras mode? You could make it so vehicles are disabled and have to alt-click on the normal infantry button to get to the other teams' infantry.

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Subject: Re: weapon factory=weapons  
Posted by [futura83](#) on Sun, 10 Sep 2006 14:59:09 GMT  
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then he couldnt have ladderd games as ppl would have to enable extras.

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Subject: Re: weapon factory=weapons  
Posted by [LR01](#) on Sun, 10 Sep 2006 15:49:08 GMT  
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what is the point of ladderd games?

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Subject: Re: weapon factory=weapons  
Posted by [futura83](#) on Sun, 10 Sep 2006 15:51:57 GMT  
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true.

but when a ladder does get made, then there will be a point in them.

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Subject: Re: weapon factory=weapons  
Posted by [LR01](#) on Sun, 10 Sep 2006 15:59:40 GMT  
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how did the laddersystem worked?  
if it worked with points, then wont you rank rises far in the sky when you play in a ladderd co-op server?

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Subject: Re: weapon factory=weapons  
Posted by [futura83](#) on Sun, 10 Sep 2006 16:05:39 GMT  
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that is a bad thing; on co-op games, wins will rise, kills will rise, and so will points, whereas deaths

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will be less frequent.

i dont know when it went down, but it was shortly after i started playing, as my first username(futura83) actually has a few stats displayed for it.

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Subject: Re: weapon factory=weapons  
Posted by [LR01](#) on Sun, 10 Sep 2006 16:11:08 GMT  
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My online name, LR01 is about rank 2000

(I started playing Renegade 3 years ago)

But back to the topic, isn't weapons bug things done with scripts?

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Subject: Re: weapon factory=weapons  
Posted by [futura83](#) on Sun, 10 Sep 2006 16:13:40 GMT  
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thw wf controller has something about it that makes the wf create vehicles the way it does.

this explains why the wf and airstrip have dif sections on the preset tree.

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Subject: Re: weapon factory=weapons  
Posted by [ukshoot](#) on Sun, 10 Sep 2006 18:57:26 GMT  
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i have tried what i know of level editor...NOT ALOT

1,adjusted the wf/airstrips to character classes and changed all vehicles to players and weapons .Does not work wf/strip just make normal vehicles regardless of changes

2, replaced the wf/strip to barr/hon controller .Does not work the vehicle screen just goes blank as in something is being built. nothing gets made when finished

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Subject: Re: weapon factory=weapons  
Posted by [Zion](#) on Sun, 10 Sep 2006 21:55:19 GMT

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ukshoot wrote on Sun, 10 September 2006 19:57i have tried what i know of level editor...NOT ALOT

1,adjusted the wf/airstrips to character classes and changed all vehicles to players and weapons .Does not work wf/strip just make normal vehicles regardless of changes

Close the level editor and save the presets, then take objects.ddb from the presets folder, rename to objects.aow (if you have ssaow (recommended)) and place in servers data folder.

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Subject: Re: weapon factory=weapons  
Posted by [ukshoot](#) on Mon, 11 Sep 2006 18:43:14 GMT  
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Merovingian wrote on Sun, 10 September 2006 16:55ukshoot wrote on Sun, 10 September 2006 19:57i have tried what i know of level editor...NOT ALOT

1,adjusted the wf/airstrips to character classes and changed all vehicles to players and weapons .Does not work wf/strip just make normal vehicles regardless of changes

Close the level editor and save the presets, then take objects.ddb from the presets folder, rename to objects.aow (if you have ssaow (recommended)) and place in servers data folder.

Does not work and ssaow disables most of my characters ?

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Subject: Re: weapon factory=weapons  
Posted by [Zion](#) on Mon, 11 Sep 2006 19:50:09 GMT  
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Edit the disable section of SSAOW, it's near the bottom of the ini.

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Subject: Re: weapon factory=weapons  
Posted by [ukshoot](#) on Tue, 12 Sep 2006 18:28:52 GMT  
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mutant charaters can now be purchased but objects.aow still does not make it so vehicles are now characters / weapons

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Subject: Re: weapon factory=weapons  
Posted by [Zion](#) on Tue, 12 Sep 2006 19:04:03 GMT  
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Make sure the preset names for the controlers are edited and you save it as objects.ddb (by closing LE when you're finished and clicking yes to save presets).

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