
Subject: can i mod the objects.dbb and host
Posted by [GrayWolf](#) on Wed, 13 Sep 2006 03:18:35 GMT
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If I mod the objects.dbb so I can have my own speeds and ammo counts and such can I host a game so everyone has the same stuff?

Also how do I change the points the ramjet can score off of a shot to a tank?

Subject: Re: can i mod the objects.dbb and host
Posted by [Jaspah](#) on Wed, 13 Sep 2006 05:00:34 GMT
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I think so, not sure.

Subject: Re: can i mod the objects.dbb and host
Posted by [GrayWolf](#) on Wed, 13 Sep 2006 05:09:32 GMT
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well i just got it all figured out so nm.

Subject: Re: can i mod the objects.dbb and host
Posted by [EvilWhiteDragon](#) on Wed, 13 Sep 2006 07:02:20 GMT
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well, it would be nice then to post the solution here eh? Then other ppl might learn from it too.

Subject: Re: can i mod the objects.dbb and host
Posted by [Zion](#) on Wed, 13 Sep 2006 07:16:47 GMT
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GrayWolf wrote on Wed, 13 September 2006 04:18 If I mod the objects.dbb so I can have my own speeds and ammo counts and such can I host a game so everyone has the same stuff?

Yes, you can. And yes, they are, to any version of renegade (even 1.0 players, not many of them around but i know some).
