Subject: Moding Characters
Posted by Renerage on Sat, 13 Jan 2007 08:20:30 GMT

Anyway to modify character, like you can with vehicles, except, for their weapon and how much they do-
For example, a soldier doing snipers worth of damage
Or, A sniper, doing a tanks worth of damage...just a thought....
Also, this would only be used for laughing purposes on Skirmish.

Subject: Re: Moding Characters
Posted by Zion on Sat, 13 Jan 2007 14:22:37 GMT

Edit the weapon and ammo settings in the munitions branch.

Subject: Re: Moding Characters
Posted by Renerage on Sat, 13 Jan 2007 19:45:37 GMT

Where do i find this?
And do i need a special program to do it?

Subject: Re: Moding Characters
Posted by Cpo64 on Sat, 13 Jan 2007 19:46:55 GMT

Level Editor in renegade tools.

Subject: Re: Moding Characters
Posted by Theboom69 on Thu, 18 Jan 2007 12:31:23 GMT

Useing LE.

Go to objects>soldier>nod>minnguner0 Mod that the health and armmor
Say havoc is 250/250 or what ever his is that is how u get a soldier to have that health and armmor that will give u the 2 shot kill's with the ramjet.

If you wont more help add me to msn via mr_kill_alot@hotmail.com