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Subject: A Few Things

Posted by [\\_SSnipe\\_](#) on Fri, 18 May 2007 05:41:55 GMT

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1)on level edit how can u change the keyboard command? like  
"defend the powerplant" type ones?

2)and where are the 4 basic soldier presents at?

engie  
minigunner  
shotgun  
and flame\gernador?

3)wheres the mob boss for nod i forget his name

4)where can i change the vehicle limit?  
and sbh limit if possible

i may have asked some of these before if i did im sorry

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Subject: Re: A Few Things

Posted by [\\_SSnipe\\_](#) on Fri, 18 May 2007 06:13:01 GMT

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also 5) where is the holokane present and .tga file at?

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Subject: Re: A Few Things

Posted by [Zion](#) on Fri, 18 May 2007 07:10:49 GMT

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For 1. They're located in Global Settings > CnC Mode Settings. Open the file located in that branch with the mod button. Goto the settings tab and scroll down to edit the sound presets for the radio commands.

Ask others about the rest.

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Subject: Re: A Few Things

Posted by [crazfulla](#) on Fri, 18 May 2007 09:35:23 GMT

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joe937465 wrote on Fri, 18 May 2007 00:41)on level edit how can u change the keyboard command? like  
"defend the powerplant" type ones?

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2)and where are the 4 basic soldier presents at?

engie  
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3)wheres the mob boss for nod i forget his name

4)where can i change the vehicle limit?  
and sbh limit if possible

i may have asked some of these before if i did im sorry  
Step 1: type your posts so others can understand them better.

CLICK HERE

(perhaps we can then give better answers)

Step 2: find this location on the preset tree:

Object -> Soldier -> Soldier\_Presets -> GDI / NOD ->

CnC\_xxx\_Minigunner\_0  
CnC\_xxx\_Engineer\_0  
CnC\_xxx\_RocketSoldier\_0  
\* replace the xxx with GDI or Nod for respective sides  
CnC\_GDI\_Grenadier\_0  
CnC\_NodFlamethrower\_0

(these are the basic infantry)

Step 3: locate the socalled "Mob Boss" I assume is Kane.

CnC\_Nod\_RocketSoldier\_3Boss\_Secret

this is the one that is on the extras menu. the one simply called Nod\_Kane is only used in singleplayer.

Step 4: There is no SBH limit.

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Subject: Re: A Few Things  
Posted by [Slave](#) on Fri, 18 May 2007 09:40:37 GMT  
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Step 2:

Close the window you just opened in step 1.

Stop being an asshat crazfulla. His post makes perfect sense to me.

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Subject: Re: A Few Things

Posted by [Slave](#) on Fri, 18 May 2007 09:45:52 GMT

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5)

c\_kane\_add.dds

+

c\_ag\_nod\_ksma.w3d

c\_nod\_ksma\_.w3d

c\_nod\_ksma\_head.w3d

c\_nod\_ksma\_l0.w3d

=

preset: Nod\_Kane\_HologramHead\_small

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Subject: Re: A Few Things

Posted by [crazfulla](#) on Fri, 18 May 2007 09:50:59 GMT

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Slave wrote on Fri, 18 May 2007 04:40Step 2:

Close the window you just opened in step 1.

Stop being an asshat crazfulla. His post makes perfect sense to me.

I posted constructive advice based on the best sense I could make of it. The only asshat is you for flaming me.

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Subject: Re: A Few Things

Posted by [Slave](#) on Fri, 18 May 2007 10:05:14 GMT

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Haha,

Really mature of you to edit your post after I replied to it.

"OMFGZ NOOB. SPELLCHECKZZ"

to what it is now.

You succeeded in looking like an hypocite idiot. Here's your pink balloon.

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Subject: Re: A Few Things

Posted by [crazfulla](#) on Fri, 18 May 2007 10:13:43 GMT

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You post was not there when I clicked edit. just be glad the grammar police aren't here (yet).

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Subject: Re: A Few Things

Posted by [Slave](#) on Fri, 18 May 2007 10:16:15 GMT

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Check the times of posting and tell me in wich parallel dimension you are living.

Just drop it, it's poluting the topic.

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Subject: Re: A Few Things

Posted by [Zion](#) on Fri, 18 May 2007 12:23:17 GMT

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crazfulla wrote on Fri, 18 May 2007 11:13Your post was not there when I clicked edit. Just be glad the grammar police aren't here (yet).

Nee Naw Nee Naw

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Subject: Re: A Few Things

Posted by [AoBfrost](#) on Fri, 18 May 2007 19:13:50 GMT

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Keep your questions to 1 thread, you've made like 3 and ask the same things, about vlimit, in the fds type "vlimit 1" or if you have a bot, set vlimit to 1 so it stays that way forever and makes life easier.

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Subject: Re: A Few Things

Posted by [Sn1per74\\*](#) on Fri, 18 May 2007 20:14:16 GMT

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I told you numerous times where the basic soldier types where in the other thread...

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Subject: Re: A Few Things  
Posted by [\\_SSnipe\\_](#) on Sat, 19 May 2007 01:54:41 GMT  
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ty  
is that kane also where i can get halo kane?

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Subject: Re: A Few Things  
Posted by [AoBfrost](#) on Sat, 19 May 2007 02:43:20 GMT  
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Halo kane? The only kane ingame is NOD Kane....blad head, leader of nod.

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Subject: Re: A Few Things  
Posted by [\\_SSnipe\\_](#) on Sat, 19 May 2007 03:30:11 GMT  
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the kane thats like green haed and rest is invisible

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Subject: Re: A Few Things  
Posted by [Slave](#) on Sat, 19 May 2007 09:10:09 GMT  
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I do believe the reference to Nod\_Kane\_HologramHead\_small is obvious enough. This is the hologram dude.

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Subject: Re: A Few Things  
Posted by [AoBfrost](#) on Sat, 19 May 2007 20:25:46 GMT  
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My opinion, impossible unless you find the animation for it, the w3d file....i dunno what the name is, but I have the dds skin for it, all it is is shoulders and head and nothing else.

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#### File Attachments

1) [c\\_kane\\_add.dds](#), downloaded 108 times

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Subject: Re: A Few Things

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Posted by [Slave](#) on Sat, 19 May 2007 22:54:16 GMT

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yeah, if you scroll up you will see them in an earlier post.

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Subject: Re: A Few Things

Posted by [\\_SSnipe\\_](#) on Sun, 20 May 2007 03:51:58 GMT

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o ty for the kane location but like what is it under the niod presents or mutant or what?

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Subject: Re: A Few Things

Posted by [Slave](#) on Sun, 20 May 2007 12:06:01 GMT

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It's under the teletubbies tab.

That, or right in the middle of the Nod presets, pfff...

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Subject: Re: A Few Things

Posted by [\\_SSnipe\\_](#) on Mon, 21 May 2007 06:37:26 GMT

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is shield health the armor?

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