
Subject: objects.ddb

Posted by [medmech12](#) on Sat, 15 Nov 2008 19:25:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hey guys,

Ok, I edited the preset CnC_Nod_Minigunner_0 and adjusted its life and armor. When I fire up a game, I spawn as a Nod Soldier and it stays at the original 100 life and 100 armor. Only when I buy a standard minigunner at the PT, the life changes to what I put in objects.ddb. Can someone tell me how to fix this?

Subject: Re: objects.ddb

Posted by [Gen_Blacky](#) on Sat, 15 Nov 2008 19:28:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

how are you testing it

Subject: Re: objects.ddb

Posted by [medmech12](#) on Sat, 15 Nov 2008 19:48:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

i test it in multiplayer practice

Subject: Re: objects.ddb

Posted by [_SSnipe_](#) on Sat, 15 Nov 2008 20:00:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

haha so which means its in his data...hack not a server mod haha

Subject: Re: objects.ddb

Posted by [ErroR](#) on Sat, 15 Nov 2008 20:19:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

SSnipe wrote on Sat, 15 November 2008 22:00haha so which means its in his data...hack not a server mod haha

i use a mix.. it's still stays the same after i edit it.

Subject: Re: objects.ddb

Posted by [cnc95fan](#) on Sat, 15 Nov 2008 20:42:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

Make sure you adjust the max health aswell. But it works fine for me otherwise.

File Attachments

1) [ScreenShot01.png](#), downloaded 546 times



Airstrip

DALE-5E25



+ 110

1000

\$ Credits: 10001
Time Remaining

Subject: Re: objects.ddb

Posted by [Scrin](#) on Sun, 16 Nov 2008 08:37:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

cnc95fan wrote on Sat, 15 November 2008 14:42 Make sure you adjust the max health aswell. But it works fine for me otherwise.

nice hud, whare you get it?

Subject: Re: objects.ddb

Posted by [cnc95fan](#) on Sun, 16 Nov 2008 15:39:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

RenHelp.net
