
Subject: changing weapon powers
Posted by [wilhil](#) on Sun, 17 Aug 2003 09:22:31 GMT
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Hi

I am trying to make a little cool level for when I do lan games ehre with my friends, and I was wondering how do you edit the weapon powers as I have had some cool ideas like lower the machine guns range but increase its damage, because come on in real life you get shot a few times with a machine gun and your dead! pistol higher range less damage, laser weapons more damage... I love lasers! snipers good enough to keep as they are, that is about it, if anyone knows how I can do this please tell me, and I am guessing it is just a file I put with the map, so is all i need to do, copy it over to each computer and it will work?

Thanks

Subject: changing weapon powers
Posted by [maytridy](#) on Sun, 17 Aug 2003 14:54:42 GMT
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Edit the weapon presets in Commando.

Subject: Re: changing weapon powers
Posted by [Vitaminous](#) on Sun, 17 Aug 2003 17:03:01 GMT
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OT: Hey Wil, remember me on MMN?

Subject: changing weapon powers
Posted by [wilhil](#) on Sun, 17 Aug 2003 18:42:36 GMT
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Whats mmn?

Subject: changing weapon powers
Posted by [lmdgr8one](#) on Sun, 17 Aug 2003 19:04:45 GMT
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Mod Map Night, or Fan Map Night

Subject: changing weapon powers
Posted by [wilhil](#) on Sun, 17 Aug 2003 19:24:25 GMT
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ive never done mmn, from what i have seen it looks like fun, i might try it, but whenever i can, I have wilhil for my name if it is not taken, i never have wil

Subject: Re: changing weapon powers
Posted by [Dante](#) on Mon, 18 Aug 2003 01:24:50 GMT
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wilhilHi

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Thanks

if you are trying to do this as a cheat, stop now, otherwise, open up LE and all will be revealed/.

Subject: changing weapon powers
Posted by [Ferhago](#) on Mon, 18 Aug 2003 16:53:22 GMT
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He couldnt use it to cheat anyway. Objects.ddb files no matter HOW slightly modified will not let you play internet games if they dont match up with everyone elses

Subject: Re: changing weapon powers
Posted by [wilhil](#) on Mon, 18 Aug 2003 23:13:15 GMT
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DantewilhilHi

I am trying to make a little cool level for when I do lan games ehre with my friends, and I was wondering how do you edit the weapon powers as I have had some cool ideas like lower the machine guns range but increase its damage, because come on in real life you get shot a few times with a machine gun and your dead! pistol higher range less damage, laser weapons more damage... I love lasers! snipers good enough to keep as they are, that is about it, if anyone knows how I can do this please tell me, and I am guessing it is just a file I put with the map, so is all i

need to do, copy it over to each computer and it will work?

Thanks

if you are trying to do this as a cheat, stop now, otherwise, open up LE and all will be revealed/.

I have no need to cheat! the game is fun, I love it, I play it non stop, I play on renbattle.com and you will see my name there on the list (fine not at the top!) I have fun playing the game, and that is it, Me and about 7 friends always have lan parties every month or so, we go around to each others houses, lan up our pcs and just play games non stop, usually HL or swat 3, we played renegade, but we simply want to have more fun! we have a little map that we play on our own and as i said above there were little weapon changes that I wanted to make to make it better for mr playing as i thought it would make it more fun, are you telling me you play all the time and you are happy 100% of the time with all the weapons e.t.c.

I have now done it with the help that was given, so thank you, one thing though that i am not happy with, I tried making the flame thrower more powerful but it went wrong, I mean you get hit with a flame thrower, you die! so i wanted it to be a short range one hit ko wepaon, but this did more damage to tanks so i stoped it, once again, it is just little real world ideas that I wanted to add not cheating!

See you later

Wil

Subject: changing weapon powers
Posted by [Vitaminous](#) on Mon, 18 Aug 2003 23:51:28 GMT
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FerhagoHe couldnt use it to cheat anyway. Objects.ddb files no matter HOW slightly modified will not let you play internet games if they dont match up with everyone elses

Err, there is a way to do it...But I won't reveal it publicly.

Subject: changing weapon powers
Posted by [Ferhago](#) on Tue, 19 Aug 2003 01:04:56 GMT
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Really? Could you pm me how? I have been wanting to change the hud colors and such for a while. I also found a way to change in game text color which I have been wanting to do since the game came out.

Dark blue for pages is so hard to see

Anyhoo. Please pm me how to do this someone

Subject: changing weapon powers
Posted by [Ugauga01](#) on Tue, 19 Aug 2003 01:08:39 GMT
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Can you say me how to chngae the colors of the text???

Subject: changing weapon powers
Posted by [Ferhago](#) on Tue, 19 Aug 2003 02:09:27 GMT
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I said I THINK I found a way. I havent made sure yet. But when I do ill tell you. And if I can apply the changes to text online receiving pages will be so much easier!

I found another usefull non cheat use for objects ddb online. You can change the elusive personal ion cannon sound.

There are so many cosmetic changes I want to make. Please someone pm how to use objects ddb online

(mmmmmmmm Light blue ingame page text mmmmmmmmm)

Subject: changing weapon powers
Posted by [YSLMuffins](#) on Tue, 19 Aug 2003 04:03:47 GMT
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Ferhago

I found another usefull non cheat use for objects ddb online. You can change the elusive personal ion cannon sound.

(mmmmmmmm Light blue ingame page text mmmmmmmmm)

You could easily fix that by converting the ionfire.wav or whatever it's called from a 4 bit to a 16 bit uncompressed .wav and put it in your data directory.

Subject: changing weapon powers
Posted by [Ferhago](#) on Tue, 19 Aug 2003 06:58:04 GMT
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Ummm yeaaaahhhh.

Wish I knew how to do that.

I need to stop using proper spelling and grammar people start assuming im smarter then I am.

so is tihs a start
