Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Fri, 14 Feb 2003 10:37:00 GMT

quote:Originally posted by Jakalth:Ok, how do you modify infantry scripts? Commando won't let me directly modify them... I have already added in a new(modified) blue tiberium flechette gun for the custon mutants and want to add that weapon as the main weapon for the unit. I have no troubles with this, but I also want them to recieve a pistol and timed mine as an auto spawn. But commando only allows me to alter the exsisting scripts as number values??? How do I fix this?Presets>Objects>Soldier>Soldier_Presets>Mutant pick the type of mutant then mod and goto settings, scroll down the list till u findWeaponDefID and SecondaryWeaponDefID and u can put hte weapon u want for there primary weapon in the WeaponDefID and the secondary SecondaryWeaponDefID If you want more than these to weapons go under the units scripts and add M00_GrantWeapon or sumthing like that and type in the presets name (ex. POW_AutoRifle_Player)Hope that helps