Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Wed, 12 Feb 2003 17:20:00 GMT
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the very easiest way to take out snipers would b to go under Presets>Global Settings>Purchase
Settings>Character Classes (NOD) or (GDI).Then click "mod" goto settings and look in
thedifferent object settings for CnC_Gdi_MiniGunner_2SF (deadeye)CnC_Nod_MiniGunner_2SF
(Sniper bh)CnC_GDI_MiniGunner_3Boss (Havoc)CnC_Nod_MiniGunner_3Boss (Sukara)Click on
object next to each of these names and change them to another infentry typeHeres some of the
names i know that work   Nod_RocketSolider_0CnC_Nod_MiniGunner_2SF_Skirmish
Nod_Flamethrower_0   Gdi_RocketSolider_0   Gdi_Minigunner_0MX0_Gdi_RocketSolider_10ff
 Nod_Minigunner_2SF_LaserRifle   Nod_Minigunner_2SF_Stationary
Nod_RocketSolider_2SF_GrenadeLauncher   Nod_RocketSolider_2SF_VoltAutoRifel
Nod_Minigunner_1Off_LaserChaingun   Nod_Minigunner_2SF_Ramjet
Nod_Minigunner_2SF_ChainGunCnC_Nod_Flamethrower_0_Secret
CnC_Sydney_SkirmishCnC_Ignatio_Mobius_Skirmish
GDI_RocketSoldier_2SFCnC_GDI_Grenadier_0_SecretCnC_Nod_Mutant_2SF_TemplarCnC_No
d_Mutant_1Off_Acolyte   Mutant_2SF_Templar
CnC_ViserOidCnC_Nod_Minigunner_3Boss_SkirmishCnC_Nod_RocketSolider_3Boss_Skirmish

Nod_FlameThrower_3BossCnC_Nod_FlameThrower_3Boss_SkirmishCnC_Nod_FlameThrower_
3Boss_PetrovaCnC_Gdi_Minigunner_3Boss_SkirmishCnC_Gdi_Minigunenr_3Boss_SkirmishMut
ant_3Boss_Raveshaw(these might not all work but they should, iv never tried for player use, this
is just from the list of workible bots i made) [February 12, 2003, 17:21: Message edited by:
Spike00b]