
Subject: MP GDI

Posted by [reborn](#) on Sun, 15 May 2005 18:31:08 GMT

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The MP character inside the always.dat can be found in level edit under the object\soldier presets (or somewhere like that, I am working from memory), it has no pistol or timed c4, however i can add a M00_grant_powerup script and give him POW pistol (again i know the name is wrong, but i am trying my hardest to remember) and a POW timed demo_01, however i can't seem to attach a auto rifle to him for some weird reason, any ideas? he also has a chaingun that fires in bursts of 5 rounds from a 15 round magazine clip (i am guessing this is the computers weapon), i would like to be able to disable this.

Can someone tell me why I can't add a rifle to him please? or if it just isn't possible.
