
Subject: Re: Change Default Weapon Of Flame Tank
Posted by [Spice](#) on Mon, 01 May 2006 16:40:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

I believe you are going to need edit the flame tank vehicle file, which is under

Objects -> Vehicle -> Nod Vehicles -> Nod_Flame_Tank -> Nod_Flame_Tank_Player

in level edit. Edit the weapon in the preset and change it to the chemical spray. Exit LE and save your preset changes, do to your mod folder, take your objects.dbb file and place it in your server config folder.

I've never tried it but I'm sure that's how it's done.
