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Subject: Re: Editing Objects.ddb

Posted by [Dr. Lithius](#) on Fri, 30 Jun 2006 22:30:20 GMT

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Okay, so... I was able to make a modified "Objects.ddb," and what I did was I changed all the secret vehicles to the opposing team's normal vehicles, as well as changed the secret units to the opposing team's normal units.(IE, if you're on GDI, the EXTRAS menu will let you buy Stealth Tanks or Sakura units, etc. It's fun seeing a Stealth Tank roll out of the Weapons Factory!) Thanks for all your help, folks! One thing still completely surpasses me, though. I know how to change units and change what weaponry they use by default...but I have absolutely no idea how to make any given unit have the full loadout of weaponry. If someone could post a detailed tutorial on how to allow units to use weapon groups(such as "Infantry Weapory" or "Structure Weapory"), or maybe just explain how to code one weapon to be the entire group of weaponry(like "Backpacks" on some servers), I would be very appreciative.(Though until then, this works just the same.)

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