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Subject: Re: Sniper maps

Posted by [Zion](#) on Sun, 23 Jul 2006 21:43:40 GMT

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objects.ddb (or objects.aow for SSAOW) will do it.

In Level Edit, find the "Munitions" branch, then "Weapon" and change respective presets. -1 is the value for 999/999 in the respective values (not sure what they are, sorry).

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