
Subject: Re: weapon factory=weapons
Posted by [futura83](#) on Sat, 09 Sep 2006 19:01:45 GMT
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i just tested that briefly, i changed the object you get when buying a hummvee to a rocket launcher.

now, the rocket launcher spawned at 0,0,0 and i was given some sort of machine gun(like the humvee weapon).

edit: never mind, ive used this mod package as tests several times, and gave the orca machine gun to a gdi char.

gbut the powerup still goes to 0,0,0

p.s. something weird happens when i give the orca gun to a soldier:

here i am shooting myself, where the bullets are coming from is where i spawned

and after using a pt, it shot from where i stood

File Attachments

1) [ScreenShot31.png](#), downloaded 400 times



2) [ScreenShot32.png](#), downloaded 404 times

