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Subject: Re: How to edit renegade troops(shotgun trooper,etc..)

Posted by [Sn1per74\\*](#) on Tue, 05 Jun 2007 13:40:11 GMT

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For the shotgunner- In Level Edit go to objects>Soldier>Soldier\_Presets>GDI(AND/OR NOD)>GDI\_RocketSoldier\_0 OR Nod\_RocketSoldier\_0> then mod both CNC\_GDI\_rocket\_soldier\_0 and Cnc\_nod\_rocket\_soldier\_0. Go to their settings and you will see an area at the top to change their health and armor. For the Engineer- In Level Edit go to objects>Soldier>GDI(AND/OR NOD)> Soldier\_PResets> GDI\_Engineer\_0 or Nod\_Engineer\_0> Cnc\_Gdi\_Engineer\_0 OR CNC\_NOD\_ENGINEER\_0. Mod them and under scripts add M00\_Grantpowerup\_Created and then choose the weapon of your choice. DO NOT DELETE THE OLD M00\_GRANTPOWERUP\_CREATED SCRIPTS- unless you don't want them to have those weapons. If you're running an FDS Server find the objects.ddb from your level edit folder and put it in your renegade fds folder. Rename it objects.aow.

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