
Subject: GDI CnC Minnigunner Preset (Dialog Bug)
Posted by [rrutk](#) on Wed, 05 Oct 2011 16:37:44 GMT
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GDI CnC Minnigunner Preset (Dialog Bug)

While importing the standard presets to Leveledit I saw, that the GDI CnC Minnigunner Preset has a bug: there are a bunch of Dialogs on it.

No other CnC Soldier preset has this.

So my question is: is it really necessary to temp a new preset, change the team purchase settings and all startup spawners to the new one?

or is this fixed serverside?

If so, needs the preset the remain with this name?

File Attachments

1) [minnigunner.jpg](#), downloaded 950 times

Edit object

General | Physics Model | Settings | Dependencies | Scripts | Dialogue | X

Listed below are the remarks this AI unit can say during the set of registered events. To edit a remark, double-click on its entry in the list.

Dialogue:

Event	Text
TAKE_DAMAGE_FROM_FRIEND	MOOTDFA_001IN_GEMG_SND
TAKE_DAMAGE_FROM_ENEMY	MOOTFEA_001IN_GEMG_SND
DAMAGE_FRIEND	MOODFAX_001IN_GEMG_SND
DAMAGE_ENEMY	MOODECX_001IN_GEMG_SND
KILLED_FRIEND	MOU_FIRE_001IN_GEMG_SND
KILLED_ENEMY	MOOKIGD_001IN_GEMG_SND
SAW_FRIEND	MOOPORI_001IN_GEMG_SND
SAW_ENEMY	MOOITOC_001IN_GEMG_SND
OBSOLETE_01	MOOITOS_001IN_GEMG_SND
OBSOLETE_02	MOOSTOC_001IN_GEMG_SND
DIE	MOOSTOI_001IN_GEMG_SND
POKE_IDLE	
POKE_SEARCH	
POKE_COMBAT	
IDLE_TO_COMBAT	
IDLE_TO_SEARCH	
SEARCH_TO_COMBAT	
SEARCH_TO_IDLE	
COMBAT_TO_SEARCH	
COMBAT_TO_IDLE	

OK
Cancel
OK & Propagate...

- GDI**
 - ▲ GDI_Brigadier_Locke
 - ▲ GDI_Engineer_0
 - ▲ GDI_Engineer_2SF
 - ▲ GDI_Female_Lieutenant
 - ▲ GDI_Grenadier_0
 - ▲ GDI_Grenadier_2SF
 - ▲ GDI_Ignatio_Mobius
 - ▲ GDI_Logan_Sheppard
 - ▲ GDI_MiniGunner_0
 - ▲ CnC_GDI_MiniGunner_0
 - ▲ CnC_GDI_MiniGunner_0
 - ▲ CnC_GDI_MiniGunner_0_Skirmish
 - ▲ GDI_Minigunner_0_Agg
 - ▲ GDI_Minigunner_0_Def
 - ▲ GDI_Minigunner_IonCannon_JDG
 - ▲ GDI_Minigunner_LaserRifle
 - ▲ MX0_GDI_MiniGunner_0
 - ▲ GDI_MiniGunner_10ff
 - ▲ GDI_MiniGunner_2SF
 - ▲ GDI_MiniGunner_3Boss
 - ▲ GDI_MP
 - ▲ GDI_Prisoners
 - ▲ GDI_RocketSoldier_0
 - ▲ GDI_RocketSoldier_10ff
 - ▲ GDI_RocketSoldier_2SF
 - ▲ GDI_RocketSoldier_3Boss
 - ▲ GDI_Sydney
- ▲ Mutant
- ▲ Nod
- ▲ Walk-Thru
- Spawner
- Special Effects
- Transition
- Vehicle
- dings
- itions
- mmy Object
- ver Spots