
Subject: Re: Base defence weapon modding
Posted by [UnitXc](#) on Thu, 29 May 2014 19:07:34 GMT
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well normally when you give something a gun that is different, you temp the base weapon/ammo etc, and then assign the new clone to the new tank/infantry unit.

you never just straight up edit the stock preset.

so i dont know where to put the clone of either weapons for the base defences. what exactly is the base object that holds the weapon parameters?
