Subject: replacing guns
Posted by Anonymous on Mon, 30 Sep 2002 19:25:00 GMT
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im trying to replace gun models and gun sounds. i was wondering if anyone knew the name of the file for the chaingun or tib flechette gun. i also would like to know how to change gun sounds and what type of files they need to be

Subject: replacing guns
Posted by Anonymous on Tue, 01 Oct 2002 01:49:00 GMT
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in LevelEdit, there is a preset tree for ammothat is where the weapons are at. I forget exactly but its like OBJECTS>AMMO> or somethingthen you can add a weapon, point to your W3D file.set all the specs for it.then you can tell a soldier preset to use your gun as Primary Weap ID.