Subject: Help with mod
Posted by dueltommychan on Sun, 06 Mar 2005 20:12:43 GMT
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is the obelisk gun a mod, and if it is,how do u get it into your game?thx for helping.

Subject: Help with mod
Posted by flyingfox on Mon, 07 Mar 2005 00:15:53 GMT
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I imagine you somehow put the obelisk building controller as one of the character weapons in level edit (but as on the same map as everyone else, likely a westwood one) then have a server-side script to have certain characters' beginning weapon to be that obelisk controller.

Probably wrong, so take this as a theory level algorithm

Subject: Help with mod
Posted by dueltommychan on Thu, 10 Mar 2005 03:09:33 GMT
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thx

Subject: Help with mod
Posted by Oblivion165 on Thu, 10 Mar 2005 03:11:07 GMT
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You just set the ammo of a gun to the structure weapon obelisk

Subject: Help with mod
Posted by dueltommychan on Sat, 12 Mar 2005 04:52:47 GMT
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wat do you need and how to make it?thx

Subject: Help with mod
Posted by Oblivion165 on Sat, 12 Mar 2005 05:22:21 GMT
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Just leveledit. Normally i dont approve of cheaters, but...

EDIT: and yes i noticed i spelled weapon wrong in step 1. Hell if im going back to fix it.

Subject: Help with mod
Posted by dueltommychan on Sun, 13 Mar 2005 21:33:48 GMT
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how do you put it into a game?

Subject: Help with mod
Posted by dueltommychan on Sun, 13 Mar 2005 21:36:49 GMT
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how do you put it into a game?And if you put it into a game, host, wen people join can they use it or affected by it?thx for helping

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Subject: Help with mod
Posted by Oblivion165 on Sun, 13 Mar 2005 21:51:39 GMT
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Well i wont tell you how to do it on your own because thats blatant cheating. But to make everyone have it, you will have to make a .Pkg game.

You can use the original MP lvs from the http://ftp.westwood.com directory, and edit the weapons in them.

Export as a pkg, give people the pkg, and you can all play with your modded weapons.

Subject: Help with mod
Posted by dueltommychan on Mon, 14 Mar 2005 23:39:51 GMT
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Thank you very much!!!