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Subject: MP GDI

Posted by [reborn](#) on Sun, 15 May 2005 18:31:08 GMT

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The MP character inside the always.dat can be found in level edit under the object\soldier presets (or somewhere like that, I am working from memory), it has no pistol or timed c4, however i can add a M00\_grant\_powerup script and give him POW pistol (again i know the name is wrong, but i am trying my hardest to remember) and a POW timed demo\_01, however i can't seem to attach a auto rifle to him for some weird reason, any ideas? he also has a chaingun that fires in bursts of 5 rounds from a 15 round magazine clip (i am guessing this is the computers weapon), i would like to be able to disable this.

Can someone tell me why I can't add a rifle to him please? or if it just isn't possible.

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Subject: MP GDI

Posted by [reborn](#) on Tue, 17 May 2005 22:28:22 GMT

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just incase anyone else wondered how to do this, it isnt anything to do with attaching a m00 script to it, there is a weapondefid selector under the settings tab when you hit mod on the character, you can delete the crappy ai gun from here and select the desired one.

This took me a while to find as I was going under the assumption of attaching scripts.

Below is a screen shot of what I am talking about, hope it helps someone else.

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Subject: MP GDI

Posted by [danpaul88](#) on Tue, 17 May 2005 22:52:56 GMT

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you have to make a temp of the original preset and make your changes in that, otherwise it defaults to the original settings.

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