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Subject: modification questions, pls help

Posted by [CrazyBastard](#) on Wed, 16 Nov 2005 06:18:00 GMT

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How do I get TOW hummers setup on a map? Also reduce the Recon Bike's ROF?

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Subject: Re: modification questions, pls help

Posted by [Spice](#) on Fri, 25 Nov 2005 11:51:55 GMT

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You put the W3D files of the humvees in your editors cache of your mod folder.

Load up level edit and go the Objects > Vehicles > GDI > GDI\_Humm-vee and hit mod on the GDI\_Humm-vee\_player. go to the Physics model tab and replace the modelname with the name of the TOW humm-vee file names.

Then hit make. You have yourself a TOW humvee! This of course replaces the original renegade hummvee.

You can use the Temp button and copy the hummvee preset and rename it TOW humvee and put your model in the file name.

you will need to define it's own weapons. Those are under the settings tab.

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Subject: Re: modification questions, pls help

Posted by [CrazyBastard](#) on Tue, 17 Jan 2006 11:05:12 GMT

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Which weapon preset is used for the TOW missile?

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Subject: Re: modification questions, pls help

Posted by [JeepRubi](#) on Tue, 17 Jan 2006 13:28:50 GMT

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I thin its either the mrls shot or or one of the recon bikes.

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Subject: Re: modification questions, pls help

Posted by [PaRaDoX](#) on Tue, 17 Jan 2006 19:31:45 GMT

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It depends on what kind of missile you want

theres the Rocket lancer, mrls, rocket emplacement and the mammy secondary Fire

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Subject: Re: modification questions, pls help  
Posted by [BlazeDragoon](#) on Sun, 22 Jan 2006 03:57:39 GMT  
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Crazy if you could pm me with an msn or aim,or irc or soemthing,I'll help you with that and I wanted to talk to you about another thing or two:p.

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