
Subject: Change Default Weapon Of Flame Tank
Posted by [sycar](#) on Mon, 01 May 2006 16:22:40 GMT

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Can someone please tell me how you can change the default weapon of the flame tank to a chem gun, using only serverside methods. I've been told it is possible, i just don't know how.

I have tried changing it by going objects, vehicles, flame, and then changin it to the chem gun, but in-game it still has the flame gun.

Any ideas on thr subject would be grately appreciated.

Thanks in advance
buffymaniack

Subject: Re: Change Default Weapon Of Flame Tank
Posted by [Spice](#) on Mon, 01 May 2006 16:40:38 GMT

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I believe you are going to need edit the flame tank vehicle file, which is under

Objects -> Vehicle -> Nod Vehicles -> Nod_Flame_Tank -> Nod_Flame_Tank_Player

in level edit. Edit the weapon in the preset and change it to the chemical spray. Exit LE and save your preset changes, do to your mod folder, take your objects.dbb file and place it in your server config folder.

I've never tried it but I'm sure that's how it's done.

Subject: Re: Change Default Weapon Of Flame Tank
Posted by [Kamuix](#) on Mon, 01 May 2006 17:39:46 GMT

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It sucks but..You cannot change a vecs weapon on Serverside as far as i know. .

I've tried it before and it did not work. Unless there is some sort of Script for it.

Subject: Re: Change Default Weapon Of Flame Tank
Posted by [sycar](#) on Mon, 01 May 2006 18:07:36 GMT

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ok, but can you change the ammo it fires.

i.e. i change the flame gun, which the flame tank uses, to firing chem instead of flames, would that

work? Can that be edited serverside.

Also, can you add first person 'hands' to a character. For example locke, by default, doesn't have any hands in first-person mode. I've tried adding a hands file to his profile and it doesnt work.

Any ideas?

Thanks so much for your replies!
buffymaniack

Subject: Re: Change Default Weapon Of Flame Tank
Posted by [reborn](#) on Mon, 01 May 2006 19:23:25 GMT
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The hands bit I am sure can be done, I have never tried to do it, but BHS did when they made the God crates, because by default these characters didnt have the hands, but in SSAOW 1.34 they did.

Technically you can't just change the vehichle weapons server side, but there are two ways that will create the same effect...

one way is to have everyone on the server have bhs.dll, according to JohnWill.

Another sneaky ass way to change the weapons would be to choose a vehichle like say the med tank, but then change the model to a recon bike, this way it looks liek a recon bike to everyone, but it fires tank shells. Obviously you would have to tweak the vehichle to make it drive right. And it would say medium tank when you hovered over it, but for all intents and purposes it would work.

Subject: Re: Change Default Weapon Of Flame Tank
Posted by [sycar](#) on Tue, 02 May 2006 22:33:17 GMT
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Hey thanks for your posts reborn its a great idea and in some forms it works. Im just wondering if you could offer a little more help.

Ive chnange the nod artillery 'skin' to the recon bike, which works fine and changed the type to bike and everything, i even tried copying ALL of the recon settings acrooss to it, however when it is driven it always slides to the left. Do you know how to overcome this?

Thanks so much!
Buffy
