
Subject: objects.aow

Posted by [RedOne](#) on Sun, 21 Jan 2007 21:20:10 GMT

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Hi All,

I am trying to change the objects.aow. I already made it to give me unlimited ammo in sniper server.

(Loaded objects.aow, change weapons to bulletcosts -1 of sniper weapons)

Now I want to change things to sakura and havoc. But cant find them. I use level edit.

Also I want to change weapons so they can fire more in shorter time.

This is for new kind of server. Can somebody help me with it?? Thx

GrTz RedOne

Subject: Re: objects.aow

Posted by [zunnie](#) on Sun, 21 Jan 2007 22:43:06 GMT

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CnC_GDI_MiniGunner_3Boss and CnC_Nod_MiniGunner_3Boss are Havoc and Sakura.

Can find them here in leveledit presets:

Soldier->GDI->Soldier_Presets->CnC_GDI_MiniGunner_3Boss(_ALT2/_ALT3/ALT4)

Soldier->Nod->Soldier_Presets->CnC_Nod_MiniGunner_3Boss(_ALT2)

Subject: Re: objects.aow

Posted by [RedOne](#) on Sun, 21 Jan 2007 23:08:12 GMT

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zunnie wrote on Sun, 21 January 2007 17:43 CnC_GDI_MiniGunner_3Boss and CnC_Nod_MiniGunner_3Boss are Havoc and Sakura.

Thanks u very much Zunnie. No i can do something. I already found how to change weapons

I gues i find deadeye there also??

Greetings Rene

Subject: Re: objects.aow
Posted by [Slave](#) on Sun, 21 Jan 2007 23:50:00 GMT
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i dont think rate of fire can be changed serversided.

cheap cheats like rapidfire work clientsided, so i guess the whole rate of fire part is server independent.

Subject: Re: objects.aow
Posted by [RedOne](#) on Tue, 23 Jan 2007 20:29:59 GMT
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Slave wrote on Sun, 21 January 2007 18:50i dont think rate of fire can be changed serversided.

I have my doubts to. I changed it in LE and when i do walkthru its wil work. If I load the mod to server then it wont :S
But il will try A few time to be sure.

Thanx

GrTz Red
