
Subject: A Few Things

Posted by [_SSnipe_](#) on Fri, 18 May 2007 05:41:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

1)on level edit how can u change the keyboard command? like
"defend the powerplant" type ones?

2)and where are the 4 basic soldier presents at?

engie
minigunner
shotgun
and flame\gernador?

3)wheres the mob boss for nod i forget his name

4)where can i change the vehicle limit?
and sbh limit if possible

i may have asked some of these before if i did im sorry

Subject: Re: A Few Things

Posted by [_SSnipe_](#) on Fri, 18 May 2007 06:13:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

also 5) where is the holokane present and .tga file at?

Subject: Re: A Few Things

Posted by [Zion](#) on Fri, 18 May 2007 07:10:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

For 1. They're located in Global Settings > CnC Mode Settings. Open the file located in that branch with the mod button. Goto the settings tab and scroll down to edit the sound presets for the radio commands.

Ask others about the rest.

Subject: Re: A Few Things

Posted by [crazfulla](#) on Fri, 18 May 2007 09:35:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

joe937465 wrote on Fri, 18 May 2007 00:41)on level edit how can u change the keyboard command? like
"defend the powerplant" type ones?

2)and where are the 4 basic soldier presents at?

engie
minigunner
shotgun
and flame\gernador?

3)wheres the mob boss for nod i forget his name

4)where can i change the vehicle limit?
and sbh limit if possible

i may have asked some of these before if i did im sorry
Step 1: type your posts so others can understand them better.

CLICK HERE

(perhaps we can then give better answers)

Step 2: find this location on the preset tree:

Object -> Soldier -> Soldier_Presets -> GDI / NOD ->

CnC_xxx_Minigunner_0
CnC_xxx_Engineer_0
CnC_xxx_RocketSoldier_0
* replace the xxx with GDI or Nod for respective sides
CnC_GDI_Grenadier_0
CnC_NodFlamethrower_0

(these are the basic infantry)

Step 3: locate the socalled "Mob Boss" I assume is Kane.

CnC_Nod_RocketSoldier_3Boss_Secret

this is the one that is on the extras menu. the one simply called Nod_Kane is only used in singleplayer.

Step 4: There is no SBH limit.

Subject: Re: A Few Things
Posted by [Slave](#) on Fri, 18 May 2007 09:40:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Step 2:

Close the window you just opened in step 1.

Stop being an asshat crazfulla. His post makes perfect sense to me.

Subject: Re: A Few Things

Posted by [Slave](#) on Fri, 18 May 2007 09:45:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

5)

c_kane_add.dds

+

c_ag_nod_ksma.w3d

c_nod_ksma_.w3d

c_nod_ksma_head.w3d

c_nod_ksma_l0.w3d

=

preset: Nod_Kane_HologramHead_small

Subject: Re: A Few Things

Posted by [crazfulla](#) on Fri, 18 May 2007 09:50:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

Slave wrote on Fri, 18 May 2007 04:40Step 2:

Close the window you just opened in step 1.

Stop being an asshat crazfulla. His post makes perfect sense to me.

I posted constructive advice based on the best sense I could make of it. The only asshat is you for flaming me.

Subject: Re: A Few Things

Posted by [Slave](#) on Fri, 18 May 2007 10:05:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

Haha,

Really mature of you to edit your post after I replied to it.

"OMFGZ NOOB. SPELLCHECKZZ"

to what it is now.

You succeeded in looking like an hypocite idiot. Here's your pink balloon.

Subject: Re: A Few Things

Posted by [crazfulla](#) on Fri, 18 May 2007 10:13:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

You post was not there when I clicked edit. just be glad the grammar police aren't here (yet).

Subject: Re: A Few Things

Posted by [Slave](#) on Fri, 18 May 2007 10:16:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

Check the times of posting and tell me in wich parallel dimension you are living.

Just drop it, it's poluting the topic.

Subject: Re: A Few Things

Posted by [Zion](#) on Fri, 18 May 2007 12:23:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

crazfulla wrote on Fri, 18 May 2007 11:13Your post was not there when I clicked edit. Just be glad the grammar police aren't here (yet).

Nee Naw Nee Naw

Subject: Re: A Few Things

Posted by [AoBfrost](#) on Fri, 18 May 2007 19:13:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

Keep your questions to 1 thread, you've made like 3 and ask the same things, about vlimit, in the fds type "vlimit 1" or if you have a bot, set vlimit to 1 so it stays that way forever and makes life easier.

Subject: Re: A Few Things

Posted by [Sn1per74*](#) on Fri, 18 May 2007 20:14:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

I told you numerous times where the basic soldier types where in the other thread...

Subject: Re: A Few Things
Posted by [_SSnipe_](#) on Sat, 19 May 2007 01:54:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

ty
is that kane also where i can get halo kane?

Subject: Re: A Few Things
Posted by [AoBfrost](#) on Sat, 19 May 2007 02:43:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Halo kane? The only kane ingame is NOD Kane....blad head, leader of nod.

Subject: Re: A Few Things
Posted by [_SSnipe_](#) on Sat, 19 May 2007 03:30:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

the kane thats like green haed and rest is invisible

Subject: Re: A Few Things
Posted by [Slave](#) on Sat, 19 May 2007 09:10:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

I do believe the reference to Nod_Kane_HologramHead_small is obvious enough. This is the hologram dude.

Subject: Re: A Few Things
Posted by [AoBfrost](#) on Sat, 19 May 2007 20:25:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

My opinion, impossible unless you find the animation for it, the w3d file....i dunno what the name is, but I have the dds skin for it, all it is is shoulders and head and nothing else.

File Attachments

1) [c_kane_add.dds](#), downloaded 137 times

Subject: Re: A Few Things

Posted by [Slave](#) on Sat, 19 May 2007 22:54:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

yeah, if you scroll up you will see them in an earlier post.

Subject: Re: A Few Things

Posted by [_SSnipe_](#) on Sun, 20 May 2007 03:51:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

o ty for the kane location but like what is it under the niod presents or mutant or what?

Subject: Re: A Few Things

Posted by [Slave](#) on Sun, 20 May 2007 12:06:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

It's under the teletubbies tab.

That, or right in the middle of the Nod presets, pfff...

Subject: Re: A Few Things

Posted by [_SSnipe_](#) on Mon, 21 May 2007 06:37:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

is shield health the armor?
