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Subject: How to edit renegade troops(shotgun trooper,etc..)

Posted by [techno](#) on Tue, 05 Jun 2007 13:17:38 GMT

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Hi! I was wondering and i thought of the idea of maybe the Nod engineer should be able to use a better weapon rather than the standard pistol. Another one is to maybe get the Nod shotgun trooper to have better armour and higher health. This my project possible??

Pleas reply. Thank you.

TECHNO

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Subject: Re: How to edit renegade troops(shotgun trooper,etc..)

Posted by [reborn](#) on Tue, 05 Jun 2007 13:19:40 GMT

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techno wrote on Tue, 05 June 2007 09:17: Hi! I was wondering and i thought of the idea of maybe the Nod engineer should be able to use a better weapon rather than the standard pistol. Another one is to maybe get the Nod shotgun trooper to have better armour and higher health. This my project possible??

Pleas reply. Thank you.

TECHNO

Yeah that's possible.

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Subject: Re: How to edit renegade troops(shotgun trooper,etc..)

Posted by [npadul30](#) on Tue, 05 Jun 2007 13:29:23 GMT

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Really, is there a way to make the changes permante? Like it effects all characters rather than just the characters in our own map?

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Subject: Re: How to edit renegade troops(shotgun trooper,etc..)

Posted by [Sn1per74\\*](#) on Tue, 05 Jun 2007 13:40:11 GMT

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For the shotgunner- In Level Edit go to objects>Soldier>Soldier\_Presets>GDI(AND/OR NOD)>GDI\_RocketSoldier\_0 OR Nod\_RocketSoldier\_0> then mod both CNC\_GDI\_rocketssoldier\_0 and Cnc\_nod\_rocket\_soldier\_0. Go to their settings and you will see an area at the top to change their health and armor. For the Engineer- In LLevel Edit go to objects>Soldier>GDI(AND/OR NOD)> Soldier\_PResets> GDI\_Engineer\_0 or Nod\_Engineer\_0> Cnc\_Gdi\_Engineer\_0 OR CNC\_NOD\_ENGINEER\_0. Mod them and under scripts add M00\_Grantpowerup\_Created and then choose the weapon of your choice. DO NOT DELETE THE OLD M00\_GRANTPOWERUP\_CREATED SCRIPTS- unless you don't want them to have those weapons. If you're running an FDS Server find the objects.ddb from your level edit folder and put it in your renegade fds folder. Rename it objects.aow.

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Subject: Re: How to edit renegade troops(shotgun trooper,etc..)

Posted by [techno](#) on Tue, 05 Jun 2007 14:48:21 GMT

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hi!Can you please tell me about the part where you select the weapon for the engineer???Thank you!

TECHNO

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Subject: Re: How to edit renegade troops(shotgun trooper,etc..)

Posted by [futura83](#) on Tue, 05 Jun 2007 14:51:19 GMT

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techno wrote on Tue, 05 June 2007 15:48hi!Can you please tell me about the part where you select the weapon for the engineer???Thank you!

TECHNO

Renhelp

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Subject: Re: How to edit renegade troops(shotgun trooper,etc..)

Posted by [techno](#) on Wed, 06 Jun 2007 09:49:55 GMT

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Hi!I could not find any thing about my question at RENHEIP...can someone please tell me how to change the standard pistol into another weapon???Thanks!

TECHNO

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Subject: Re: How to edit renegade troops(shotgun trooper,etc..)

Posted by [Sn1per74\\*](#) on Wed, 06 Jun 2007 13:42:30 GMT

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Go to the engineer as I said above and ADD the Script M00\_grantpowerup\_Created and put the weapon.

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