
Subject: Mod Question

Posted by [Anonymous](#) on Sat, 08 Feb 2003 10:11:00 GMT

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Ok, im makin a map where there's two walls blocking the AGT and the Obelisk, the way I want it is, nod has an advantage having an obelisk that can shoot oncoming vehicles, but I want the disadvantage to be that it can be shot at from the other wall by GDI rocket soldiers. My question is how do I get the rocket soldiers to have a longer range of weapon so it can shoot that far. Thank you

Subject: Mod Question

Posted by [Anonymous](#) on Sat, 08 Feb 2003 10:57:00 GMT

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The range of a weapon can be changed on its ammo settings. Go to the ammo category, find the one you want, then find the setting 'Range' on that ammo. I think that's all you need to change to increase its range. That's assuming you are using the .pkg format. if you want it as a .mix you have to create temp versions of the ammo, the weapon, the soldier, and the purchase settings. [February 08, 2003, 10:59: Message edited by: NeoSaber]

Subject: Mod Question

Posted by [Anonymous](#) on Sat, 08 Feb 2003 19:28:00 GMT

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k, thanks

Subject: Mod Question

Posted by [Anonymous](#) on Sun, 09 Feb 2003 00:21:00 GMT

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Yeah, Neo is right. But if you do want to make it into a mix format make sure you have lots of backups of your levels. It can take a few tries to get the temps working and a few times my map failed to load when i made temps.
