
Subject: How to add an OBGun in SSGM
Posted by [Mackinsey](#) on Fri, 14 Mar 2008 22:31:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi, i want to add an Obigun in SSGM, i got the presets:
Weapon_Obelisk = Obi Gun
Weapon_AGT_Missile = AGT Gun
And now, when i add them as Default for the normal engie
[DefaultEngL1]
01=CnC_POW_MineTimed_Player_01
02=POW_Pistol_Player
03=Weapon_Obelisk
04=Weapon_AGT_Missile
They dont appear ingame at the engie.
How to fix that

Subject: Re: How to add an OBGun in SSGM
Posted by [GrimmNL](#) on Fri, 14 Mar 2008 22:43:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

well i'm guess you need to make custom weapons to which you give the ob ray or agt missle, then give THOSE to the engi.

right now the engi doenst have a weapon (a model) to hold, just a type of weapon.

Subject: Re: How to add an OBGun in SSGM
Posted by [Genesis2001](#) on Sat, 15 Mar 2008 01:09:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Both guns uses the PIC's gun model..

Subject: Re: How to add an OBGun in SSGM
Posted by [jnz](#) on Sat, 15 Mar 2008 01:13:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

You need to create a powerup in level edit.

Subject: Re: How to add an OBGun in SSGM
Posted by [cpjok](#) on Sat, 15 Mar 2008 10:29:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

What I Did Was Edit POW_Ammo_Regeneration And POW_Double_Damage In LE

On Reneneration You Edit It Add Weapon In Settings Bit And Tick Always Grant Powerup

Same With Double Damage Just OB Gun Instead Of AGT Gun

Then Cross Off LE Go Imto Mod Package The Preset Copy Objects.ddb And Paste Into Server Data Folder Rename As Objects.gm then its done just need to make lua could or addit to a spawner

Subject: Re: How to add an OBGun in SSGM
Posted by [Reaver11](#) on Sat, 15 Mar 2008 11:25:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

You head over to object->powerup->soldierpowerups->Upgrade powerups

And then go to the double damage / mobius shield (those are most commenly used)

Double for the ob
Mobius for the agt

Click the mobius shield and press mod

Goto GrantweaponID Select the agt weapon.
Then check these boxes ->
Grantweapon
AlwaysAllowGrant

If you want your gun to have clips when pickup->
Check that box and/or set the weapon rounds

Anyways there also is a pretty nice videotutorial on renhelp
<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=110>

Good luck.

Subject: Re: How to add an OBGun in SSGM
Posted by [wittebolx](#) on Sat, 15 Mar 2008 13:24:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

this works only if your PP is online and when you have modded the preset
"POW_Double_Damage" in objects.gm

```
class ddamageChatCommand : public ChatCommandClass {  
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
```

```

    GameObject *obj = Get_GameObj(ID);
float Credits = Commands->Get_Money(obj);
Vector3 position;
position = Commands->Get_Position(obj);
if(!Is_Building_Dead(Find_Power_Plant(Get_Team(ID))))
{
if(Credits >= 5000){
    Commands->Give_Money(obj,-5000,false);
char message[256];
sprintf(message,"msg [WGC]: %s just Upgraded his Weapons Arsenal with a Obelisk Gun",
Get_Player_Name_By_ID(ID));
Console_Input(message);
Commands->Give_Powerup(obj,"POW_Double_Damage",false);
Commands->Set_Position(obj,position);
    }
else{
Console_Input(StrFormat("ppage %d You need $5000, Your Power Plant needs to be
Online!.",Get_Player_ID(obj)).c_str());
    }
}
};
ChatCommandRegistrant<ddamageChatCommand>
ddamageChatCommandReg("!obby",CHATTYPE_TEAM,0,GAMEMODE_AOW);

```
