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Subject: Re: mod makers  
Posted by [uly](#) on Wed, 23 Jul 2008 21:07:22 GMT  
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plz make a mod so every 1 has all the weapons

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Subject: Re: mod makers  
Posted by [Ryu](#) on Thu, 24 Jul 2008 08:24:24 GMT  
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lol.

search these forums.. there are plenty out there.. only work in Single player though.

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Subject: Re: mod makers  
Posted by [Mackinsey](#) on Sat, 26 Jul 2008 19:53:37 GMT  
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Ryu wrote on Thu, 24 July 2008 10:24lol.

search these forums.. there are plenty out there.. only work in Single player though.  
You could mod ssgm.ini (its serverside, for all who dont know)

Toggle Spoiler

[DefaultEngL1]

01=CnC\_POW\_MineTimed\_Player\_01  
02=POW\_Pistol\_Player  
03=CnC\_POW\_MineRemote\_02  
04=POW\_Shotgun\_Player  
05=POW\_AutoRifle\_Player  
06=POW\_AutoRifle\_Player\_Nod  
07=POW\_Flamethrower\_Player  
08=POW\_GrenadeLauncher\_Player  
09=POW\_RepairGun\_Player  
10=POW\_Chaingun\_Player  
11=POW\_Chaingun\_Player\_Nod  
12=POW\_ChemSprayer\_Player  
13=POW\_TiberiumAutoRifle\_Player  
14=POW\_SniperRifle\_Player  
15=POW\_SniperRifle\_Player\_Nod  
16=POW\_LaserChaingun\_Player  
17=POW\_LaserRifle\_Player  
18=CnC\_POW\_RocketLauncher\_Player  
19=POW\_TiberiumFlechetteGun\_Player  
20=POW\_Railgun\_Player  
21=POW\_RamjetRifle\_Player

22=POW\_VoltAutoRifle\_Player  
23=CnC\_Weapon\_NukeBeacon\_Player  
24=CnC\_Weapon\_RepairGun\_Player\_Special  
25=CnC\_POW\_Health\_Max  
26=CnC\_POW\_Armor\_Max  
27=CnC\_POW\_MineRemote\_01  
28=CnC\_POW\_MineTimed\_Player\_02  
29=CnC\_MineProximity\_05  
30=POW\_PersonallonCannon\_Player  
31=CnC\_POW\_Ammo\_Clip01  
32=CnC\_Weapon\_RamjetRifle\_Player  
33=CnC\_POW\_VoltAutoRifle\_Player\_Nod  
34=POW\_Ammo\_Regeneration

[DefaultEngL2]

01=CnC\_POW\_MineTimed\_Player\_01  
02=POW\_Pistol\_Player  
03=CnC\_POW\_MineRemote\_02  
04=POW\_Shotgun\_Player  
05=POW\_AutoRifle\_Player  
06=POW\_AutoRifle\_Player\_Nod  
07=POW\_Flamethrower\_Player  
08=POW\_GrenadeLauncher\_Player  
09=POW\_RepairGun\_Player  
10=POW\_Chaingun\_Player  
11=POW\_Chaingun\_Player\_Nod  
12=POW\_ChemSprayer\_Player  
13=POW\_TiberiumAutoRifle\_Player  
14=POW\_SniperRifle\_Player  
15=POW\_SniperRifle\_Player\_Nod  
16=POW\_LaserChaingun\_Player  
17=POW\_LaserRifle\_Player  
18=CnC\_POW\_RocketLauncher\_Player  
19=POW\_TiberiumFlechetteGun\_Player  
20=POW\_Railgun\_Player  
21=POW\_RamjetRifle\_Player  
22=POW\_VoltAutoRifle\_Player  
23=CnC\_Weapon\_NukeBeacon\_Player  
24=CnC\_Weapon\_RepairGun\_Player\_Special  
25=CnC\_POW\_Health\_Max  
26=CnC\_POW\_Armor\_Max  
27=CnC\_POW\_MineRemote\_01  
28=CnC\_POW\_MineTimed\_Player\_02  
29=CnC\_MineProximity\_05  
30=POW\_PersonallonCannon\_Player  
31=CnC\_POW\_Ammo\_Clip01  
32=CnC\_Weapon\_RamjetRifle\_Player  
33=CnC\_POW\_VoltAutoRifle\_Player\_Nod

[DefaultOther]

01=CnC\_POW\_MineTimed\_Player\_01

02=POW\_Pistol\_Player

03=CnC\_POW\_MineRemote\_02

04=POW\_Shotgun\_Player

05=POW\_AutoRifle\_Player

06=POW\_AutoRifle\_Player\_Nod

07=POW\_Flamethrower\_Player

08=POW\_GrenadeLauncher\_Player

09=POW\_RepairGun\_Player

10=POW\_Chaingun\_Player

11=POW\_Chaingun\_Player\_Nod

12=POW\_ChemSprayer\_Player

13=POW\_TiberiumAutoRifle\_Player

14=POW\_SniperRifle\_Player

15=POW\_SniperRifle\_Player\_Nod

16=POW\_LaserChaingun\_Player

17=POW\_LaserRifle\_Player

18=CnC\_POW\_RocketLauncher\_Player

19=POW\_TiberiumFlechetteGun\_Player

20=POW\_Railgun\_Player

21=POW\_RamjetRifle\_Player

22=POW\_VoltAutoRifle\_Player

23=CnC\_Weapon\_NukeBeacon\_Player

24=CnC\_Weapon\_RepairGun\_Player\_Special

25=CnC\_POW\_Health\_Max

26=CnC\_POW\_Armor\_Max

27=CnC\_POW\_MineRemote\_01

28=CnC\_POW\_MineTimed\_Player\_02

29=CnC\_MineProximity\_05

30=POW\_PersonallonCannon\_Player

31=CnC\_POW\_Ammo\_Clip01

32=CnC\_Weapon\_RamjetRifle\_Player

33=CnC\_POW\_VoltAutoRifle\_Player\_Nod

Its at the moment active @ non Coop Maps @ my testing server (my one and only server) but its not online very often, because i cant host it 24/7

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