
Subject: Can anyone help with LE?

Posted by [hego64](#) on Sat, 23 Apr 2011 19:53:10 GMT

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Ok, so I am new to these forums and I would like some help with LE. I just started my own Renegade server and pretty much know what I'm doing with LUA, but I'm having some problems with LE. Every time I try to make the buildings blamo with the settings, nothing changes. They just stay the same as normal. I have tried changing their hp to 999999999.000 with the blamo settings too, but nothing works. (I want all the buildings blamo except the NOD Airstrip)

Also, I would like to know if it is possible to give a certain character from the PT a certain weapon.

If anyone can help me with this, it would be greatly appreciated

Hego64

Subject: Re: Can anyone help with LE?

Posted by [crazfulla](#) on Sun, 24 Apr 2011 06:01:26 GMT

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Are you changing the presets or the actual controllers?

Subject: Re: Can anyone help with LE?

Posted by [hego64](#) on Sun, 24 Apr 2011 23:44:49 GMT

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I am going to the building I want blamo, like say the hon. So I go to the "mod" button and change the skin and shield to blamo. But nothing works.

Subject: Re: Can anyone help with LE?

Posted by [zunnie](#) on Sun, 24 Apr 2011 23:57:27 GMT

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You cant change the building h/a settings without saving it to a mapfile.
Saving it directly to objects.ddb doesnt work.

Other than that you can always use a script command to set the health type

I believe its something like
`Set_Skin(obj,"blamo");`

or something like that...

edit:

```
{
const char *skin;
skin = Get_Parameter("SkinType");
Set_Skin(obj,skin);
Commands->Set_Max_Health(obj,10000.0f);
Commands->Set_Health(obj,10000.0f);
}
```

Subject: Re: Can anyone help with LE?

Posted by [hego64](#) on Tue, 26 Apr 2011 03:54:47 GMT

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Thanks for the info. With some time, and a few more things to download, I should be able to get my buildings blamo

What about giving certain characters certain weapons from the PT? I know this is possible, I'm just not sure how to do it.

And, I don't know if it is possible, but I would like to know if it is possible to make the repairgun have a alternate right-click of the AI repair gun. The only way I could think to do this would be to use something with the mammy...because its the only thing I can think of that has an alternate right-click attack. If anyone can help, it would be great

Hego64

Subject: Re: Can anyone help with LE?

Posted by [robbyke](#) on Wed, 04 May 2011 20:25:36 GMT

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if you try to change the projectile of any weapon your anticheatbots will tel you that there is a damage hacker nearby or in other words making an ai repairgun isnt a good idea serversided

you can give pt chars specifik weapons trough ssgm.ini normally I dont use it however
