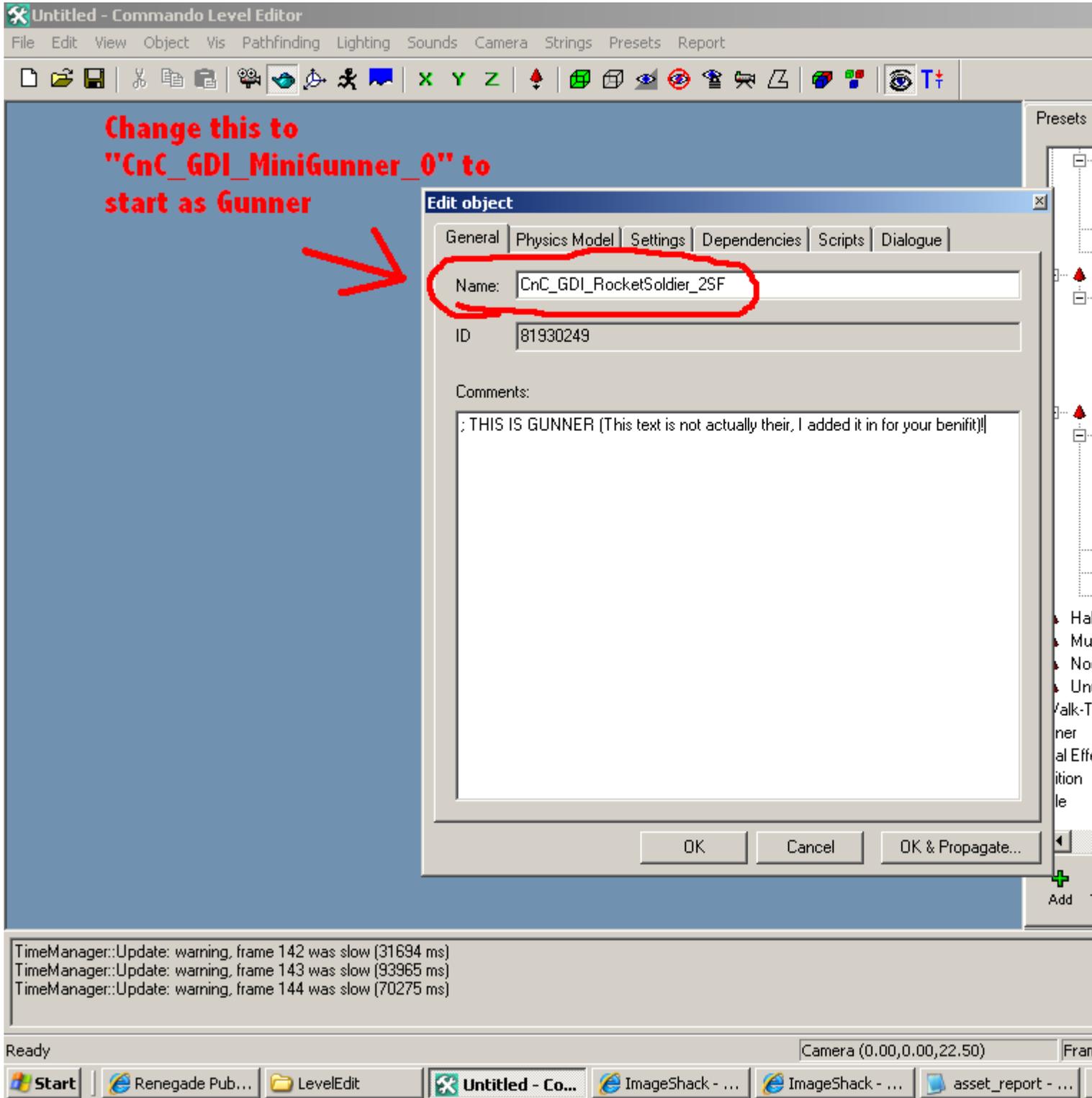

Subject: Re: HEEEEEEELLLLLPPPP!!!!!!!!!!
Posted by [Jerad2142](#) on Sat, 11 Nov 2006 23:04:51 GMT
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Ok, that is a different way of doing things I think, I meant you to do the scripting through level editor, then you don't even have to mess with ssaow. EX:

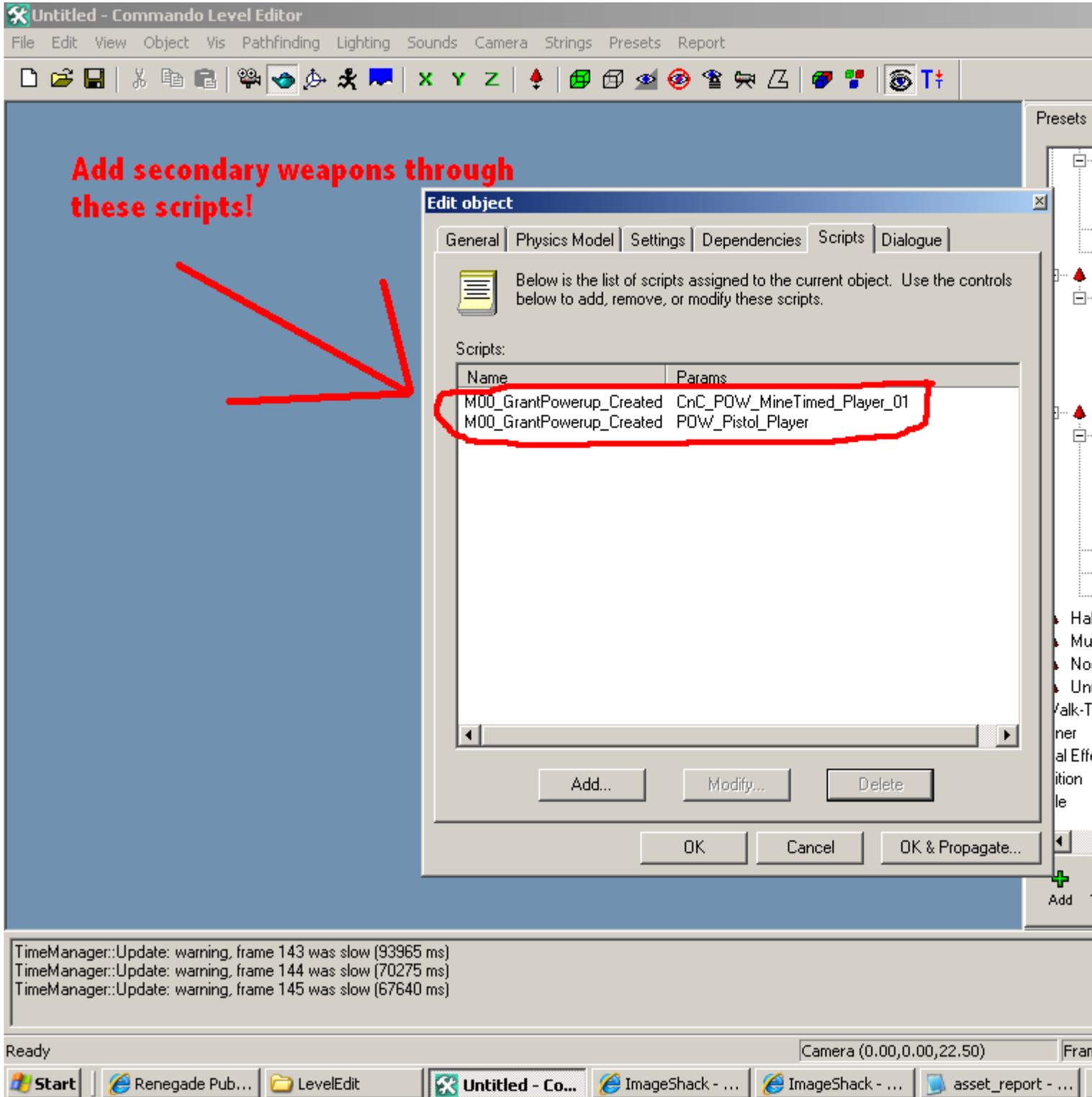
Oh and "POW" is a power up that would appear on the ground, "weapon" is what would directly be given to charter

File Attachments

1) [namechange.png](#), downloaded 456 times



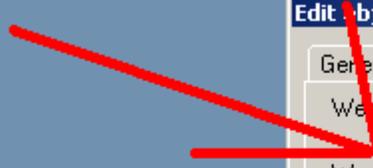
2) [add secondary weapons.png](#), downloaded 465 times



3) [weapon.png](#), downloaded 444 times



**Change his primary
weapon here!**



Edit Object

General | Physics Model | Settings | Dependencies | Scripts | Dialogue

WeaponError 30.000

WeaponDefID **CnC_Weapon_RocketLauncher_Player**

WeaponRounds 42

SecondaryWeaponDefID

SightRange 50.000

SightArc 135.000

ListenerScale 1.000

IsStealthUnit

TurnRate 180.000

JumpVelocity 5.500

SkeletonHeight 2.000

SkeletonWidth 2.000

OK Cancel OK & Propagate...

TimeManager::Update: warning, frame 141 was slow (62176 ms)
TimeManager::Update: warning, frame 142 was slow (31694 ms)
TimeManager::Update: warning, frame 143 was slow (93965 ms)