E3 Beta M01.mix wrote on Thu, 24 April 2008 12:17The Executor wrote on Thu, 24 April 2008 12:32 I see, well like it was said earlier. Just attach a script to all the diffrent teamed solider and then there correct hud.

However is still seems like a lot of work for just a simple HUD change.
also same thing need to do to get diffrent autorifles for nod and gdi ....

No, not the same way. You enter the weapon for the character, in this case the type of autorifle, in the "WeaponDefID" field on the setting tab or the unit or character.

In this case it is a medium tank, but still the same principle. The weapon (Ammo for a vech) goes in the weapon field.

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File Attachments
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1) MRLS_Rotatable_Turret_Med_Tank_Sett.png, downloaded 357 times