
Subject: Base defence weapon modding
Posted by [UnitXc](#) on Sat, 24 May 2014 16:28:29 GMT
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does anyone know how to modify the weapons on the base defences, i asked zunnie and he said there was a script on the controller, i couldnt find such a thing

anyone know how?

Subject: Re: Base defence weapon modding
Posted by [UnitXc](#) on Mon, 26 May 2014 20:26:57 GMT
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Cmon peoples. Id appreciate the help on this..

Subject: Re: Base defence weapon modding
Posted by [danpaul88](#) on Tue, 27 May 2014 15:06:30 GMT
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Change the weapon in the preset? I suspect nobody has posted because it seems rather obvious, not sure what you're confused about?

Subject: Re: Base defence weapon modding
Posted by [Jerad2142](#) on Tue, 27 May 2014 16:16:43 GMT
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My suspicion is that everyone was gone for vacation or break this weekend, the forums were very quiet.

Subject: Re: Base defence weapon modding
Posted by [danpaul88](#) on Tue, 27 May 2014 16:17:59 GMT
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Jerad Gray wrote on Tue, 27 May 2014 17:16My suspicion is that everyone was gone for vacation or break this weekend, the forums were very quiet.

That too, I was away all weekend since it was a bank holiday. I think America had some sort of special event too.

Subject: Re: Base defence weapon modding

Posted by [UnitXc](#) on Tue, 27 May 2014 20:59:42 GMT

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if i change the stock preset in level editor nothing happens.. is something supposed to happen?

whenever ive changed the presets in level edit without temping them and changing the clones its never worked for me if i can recall.

Subject: Re: Base defence weapon modding

Posted by [OuTSMoKE](#) on Wed, 28 May 2014 04:26:10 GMT

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C++:

I use two different source codes depending on what kinda weapon (char or veh).

Examples:

```
Commands->Give_PowerUp(obj,"POW_Railgun_Player",false);
```

```
Commands->Select_Weapon(obj,Get_Powerup_Weapon("POW_Railgun_Player"));
```

or

```
Grant_Weapon(obj,"Weapon_MRLS_Player",false);
```

```
Commands->Select_Weapon(obj,"Weapon_MRLS_Player");
```

This would only apply to built shit, obviously, I'm not sure if you could rig it to auto-assign weaponry to defenses that are pre-built into maps.

Subject: Re: Base defence weapon modding

Posted by [Neijwiert](#) on Wed, 28 May 2014 08:58:19 GMT

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I think he means the actual contoller scripts. You should look in the source code and search voor obelisk and agt. I dont know the exact script names since im on my phone

Subject: Re: Base defence weapon modding

Posted by [iRANian](#) on Thu, 29 May 2014 17:15:58 GMT

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What are you trying to do? The Obelisk weapon and the AGT rocket launcher and machine guns are created by two special scripts for each of these advanced base defenses.

Subject: Re: Base defence weapon modding
Posted by [UnitXc](#) on Thu, 29 May 2014 19:07:34 GMT
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well normally when you give something a gun that is different, you temp the base weapon/ammo etc, and then assign the new clone to the new tank/infantry unit.

you never just straight up edit the stock preset.

so i dont know where to put the clone of either weapons for the base defences. what exactly is the base object that holds the weapon parameters?
