Modify/ change weapons

Before editing here are some notices:

In cfw a ship/ turret uses weapons and weapons are made of a turrets and projectiles. So if you want to change or edit a weapon than you have to search for the parts of the weapon first. (I must use the word turret twice because one part of a weapon is called turret, too. But I think you will know which one I mean.)

Example:
If you search a weapon from a ship, got to BT_Gunboats!![X]_[name]

[X] could be: T for Terran ships
             M for Mantis ships
             S for solarian/ celereon ships

[name] is the name of the ship or the admiral in single player campaign

Double click on the ship you want and in the first new window are a lot of lines. Go to the last line: launcherType, in the second row stands a few entries. Double click on that line and a new window pops up. In this window is the line: launcherType splitted into new rows and lines. Here are the lines: launcherType[0] until launcherType[4]. These 5 lines can you use to put weapons and special weapons on the ship.

The entries are new entries in the db-file.
Example: TUR!![X]_[name]

        Possible are VL!![X]_[name] and AD!![X]_[name], too.
        The special weapons have an own turret which is generally named like itself.

Everything before "!!" is related to the left side of the adb-main window.
So let's search for the corresponding entry for TUR. Start at the top and mark every new entry on the left side in the adb-main window until you see in the right window entries with TUR...
If you have found it you have marked on the left side BT_TURRET. Now search for the exactly entry (must be exactly the same as in the launchertype line).

OK now you have found the turret which is used in the launchertype-line.

Now we have to look for an entry of the used projectles.
Double click at the first line: Base_launcher, a new window pops up and you will see in the 3rd line: weapontype (1rst row) in the second row the used projectile.

The projectiles are named like: PROJ!![X]_[name]

[X] the race, like before

[name] is the name of the projectile

        possible are: GBEAM!! [X]_[name],
                     BEAM!! [X]_[name],
                     PLASMAB!! [X]_[name]
                     !! pay attention here have taken programmers the full race name of
                     Mantis and not only "M", inconceivable. The other races are named
                     like before.

To find the used projectile start at top again and mark every entry step by step until you find on the right side entries which starts with Proj!!...
(it should be BT_PROJECTILE_DATA)

Now search on the right side until you find the exactly entry as in the line: weapontype. Now you have found the used projectile.

That's all.

You have to do the same if you want edit a weapon of a turret (plasmahive, ioncannon and so on) but here you must click on the entry: BT_PLAT_GUN (left side) first and than you must look for the turret (plasmahive, ioncannon or what ever) on the right side and double click on the entry. In the 4rth line: launchertype you will find the next entry: the used turret.
After that you have to look for the used projectile and that's all again.

Let's start with an easy edit.

Add an engine trail to trireme bolt:

- start the adb.exe
- load your gametypes.db (from your cfw-folder) and go to the entry BT_GUNBOATS!!S_Trireme
- here you will find the name of the turret and than the name of the used projectile
- change the left entry and got to the projectile
- if you have found the right entries than you found the entry: PROJ!!S_Bolt-!Trireme
- double click on it and go to the last line: engineTrailType and past "ENGTRAIL!!S_Trireme" there
- ENGTRAIL!!S_Trireme is an entry from BT_ENGINETRAIL I have found and I like like it looks.
- Save the change, close adb.exe and see if it works.

Swapping and weapon from a ship to another is nearly complete described (above) but...

Let's change the weapon from the frigate into the triremes bolt.

 PART ONE: Looking for the new weapon

- start the adb.exe
- load your gametypes.db (from your cfw-folder) and go to the entry BT_GUNBOATS!!S_Trireme
- double click on the last line
- here you will find the name of the turret: TUR!!S_Trireme
- double click on it, so that the name is editable and marked. Press Ctrl+C to copy the string

PART TWO: set the new weapon

- close all windows except the adb-main window and search for the frigate
- you will found it in BT_GUNBOATS!!M_Frigate
- double click on the last line

- a new window pops up and you will see two weapons: TUR!!M_Frigate L (launchertype[0]) and TUR!!M_Frigate R (launchertype[1]) (and of course the special weapon MIMIC (launchertype[2]))
- insert (Ctrl+V) in launchertype[0] and launchertype [1] TUR!!S_Trireme
- Save the change, close adb.exe and see if it works

Stop!! It cannot work. It's because of binding the weapons to the ship. It works with hardpoints. Hardpoints are defined and are fixe. It is used for weapons and engines.

PART THREE: fixing the problem

- to fix the problem you must go to the frigate weapons
- than keep in mind the two hardpoints (who the weapon is bounded to the ship) you will need the information later
- to prevent the next errors please go to the trireme turret and clone it twice (name it for this train TUR!!S_Trireme1 and TUR!!S_Trireme2
- now replace the used hardpoints (from trireme) in both clones with the hardpoints of the frigate (I told you: keep it in mind ☺)
- after that you go to the frigate again and add in line: launcherType[0] the "1" and in line: launcherType[1] the "2"
- in the lines should stand: TUR!!S_Trireme1 and TUR!!S_Trireme2
- Save the change, close adb.exe and see if it works

What we have learned: If the hardpoint doesn't exist in the model/ ship it doesn't work (crashes). If you swapping a weapon from a ship to another: Always keep in mind how the hardpoints named.

If you want swap a weapon than you should clone the turret (part of the weapon) please. Because the hardpoint is set in the turret-sheet and if it works for ship_a it cannot work for ship_b because all hardpoints are named different. Clone it and name it so as the originals! Example: use the race shorty's (M=Mantis, S=Solarian, T=Terran).
There is a nother reason why you should clone the turrets: Because you cannot set different stats to ships which use the same turret. So every ship will shot with the same speed and use the same supply.

If you want to change the damage a ship causes so please clone the projectile, too. But don't forget to set the new name/ projectile in the turret-sheet. Because without the new name the unit which should causes more damage won't causes more damage because it uses the old projectile.

Just "browse" a little bit through gametypes and look at the names. After a short time you will know the according left entry only because you see the first 4 letters of turret or projectile or so on.

If there are questions or remarks please post in the forum or email masakari@online.de

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