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Subject: Modding Hero Weapon morphing requirements

Posted by [Ragnin](#) on Mon, 05 Oct 2015 07:56:23 GMT

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Is there a way to script mod the prerequisites for the hero weapon morphing? Mostly I'm looking for a way to complete the ones that require Co-Op play which is no really possible anymore. So I was wondering if there was a way to script my character into already having played 20 minutes or so of coop. Alternatively a way to set which upgrade morphs which weapons get would also work, though I would prefer the first method as it feels less cheaty for me.

Co-Op Play (Your ability to meet other Heroes has had an effect on the pattern of your weapon.

Hammer: Organic

Sword: Organic

Pistol: Scaled

Rifle: Onyx

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