
Subject: Re: HEEEEELLLLPPPP!!!!!!!

Posted by [Jerad2142](#) on Sat, 11 Nov 2006 23:04:51 GMT

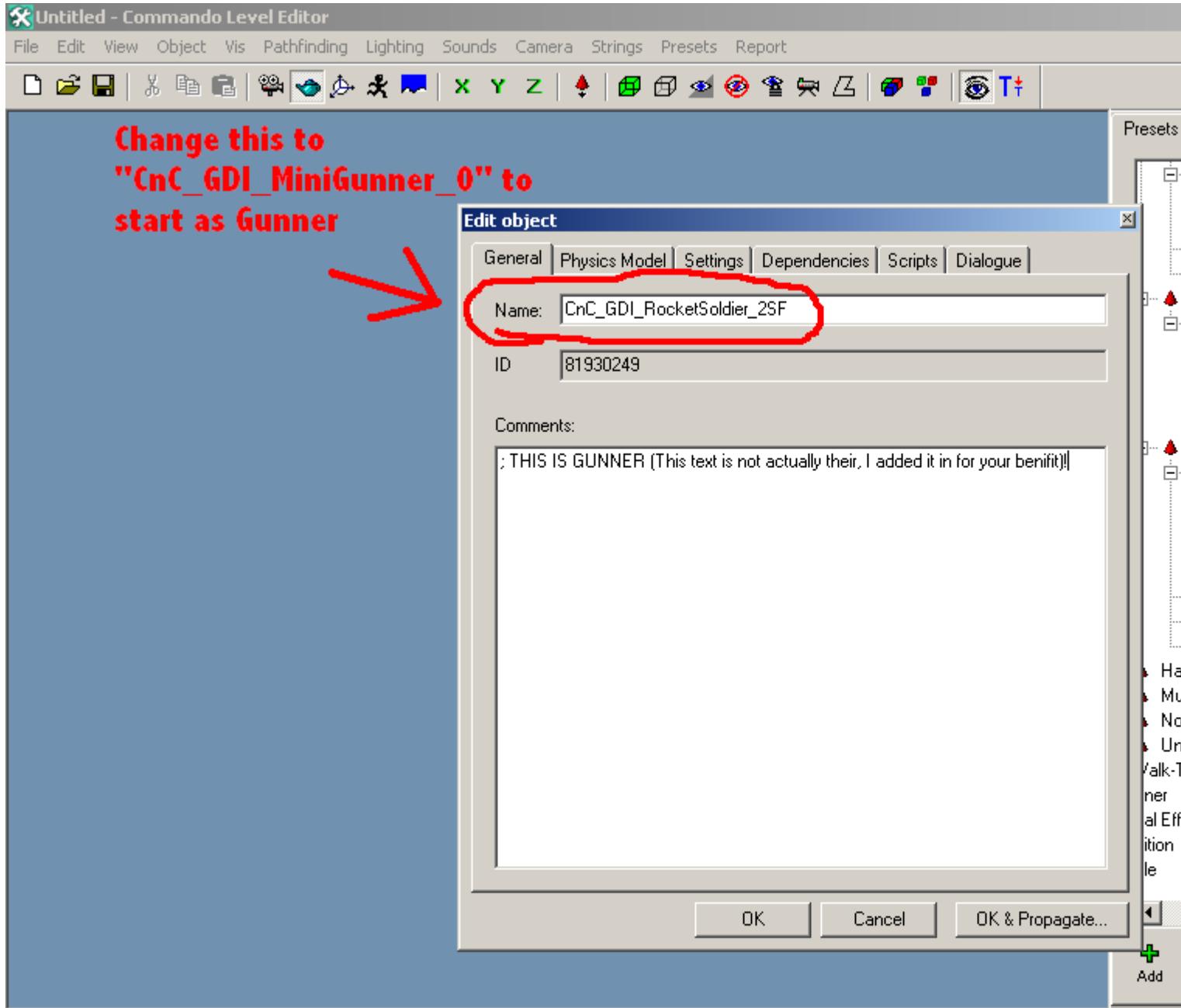
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Ok, that is a different way of doing things I think, I meant you to do the scripting through level editor, then you don't even have to mess with ssaow. EX:

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 369 times



```
TimeManager::Update: warning, frame 142 was slow (31694 ms)
TimeManager::Update: warning, frame 143 was slow (93965 ms)
TimeManager::Update: warning, frame 144 was slow (70275 ms)
```

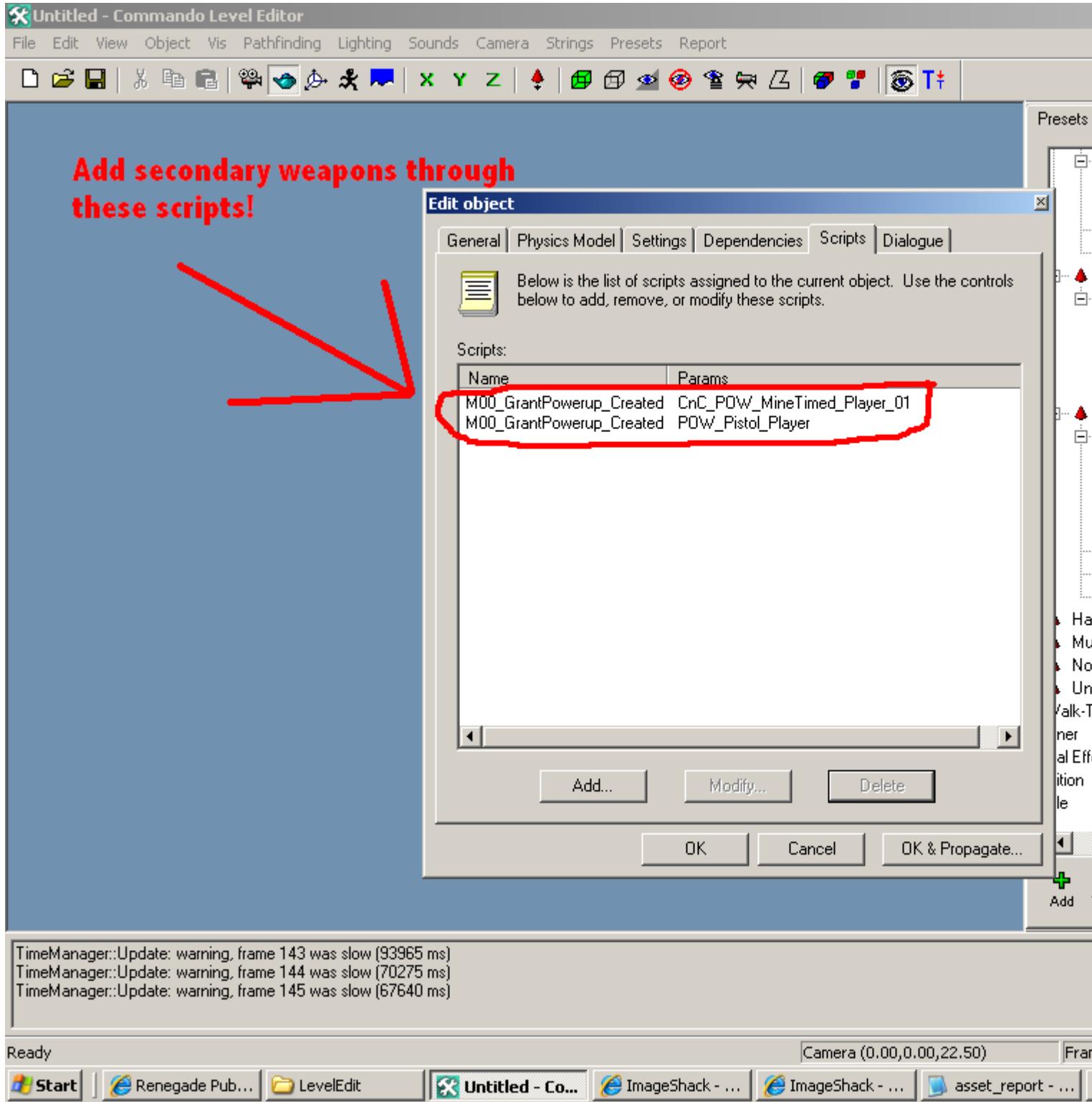
Ready

Camera (0.00,0.00,22.50)

Frame



2) add secondary weapons.png, downloaded 374 times



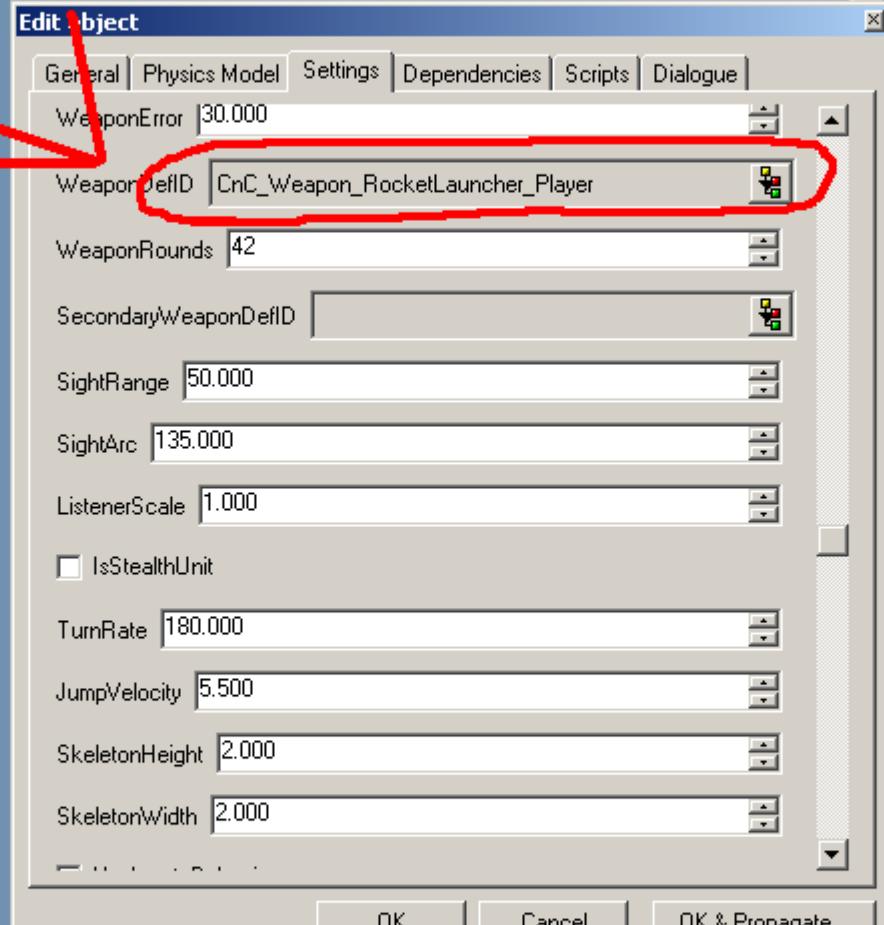
3) [weapon.png](#), downloaded 357 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report



Change his primary weapon here!



```
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)
```

Ready

Camera (0.00,0.00,22.50)

Frame

