Subject: Need help with leveledit
Posted by Di3HardNL on Wed, 08 Oct 2008 17:16:22 GMT

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Yo, I want to change the bullet explosion for the Apache. but there is only a short list of explosions you can change it to.

I have my own emitter which i want to add to it. but i don't know how.

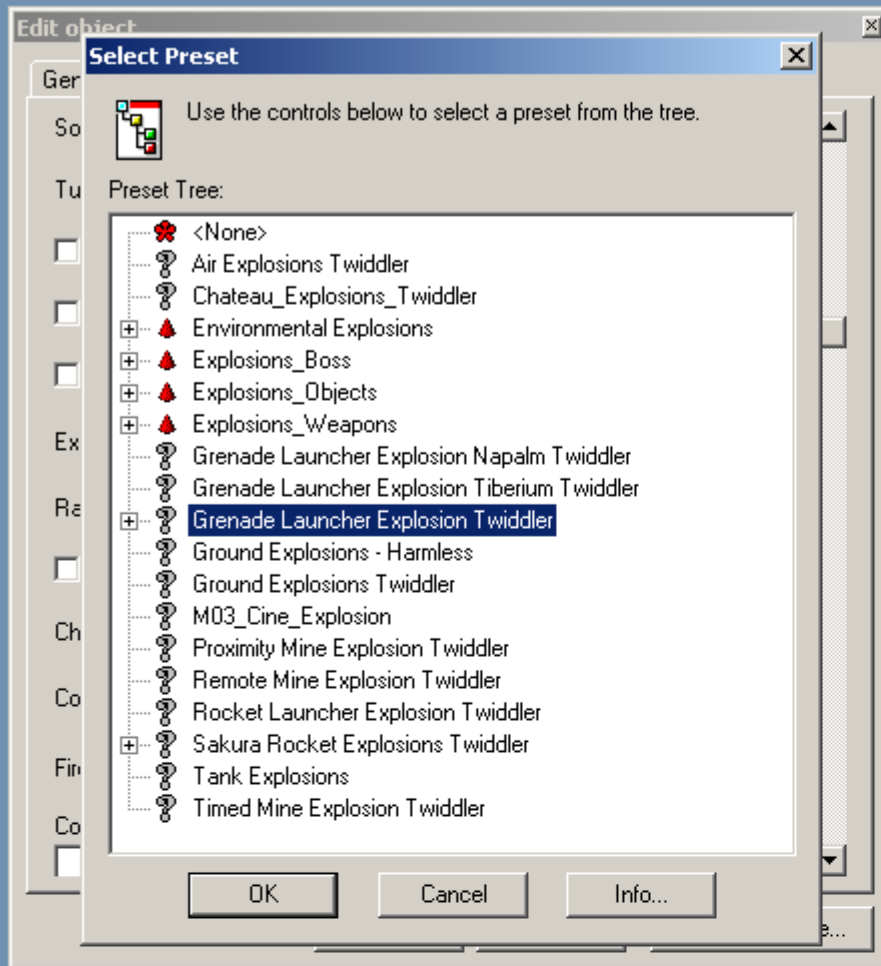I have tried adding it trough depencies, but what would be the next step?

Look at my screen shot so you see what i mean.
Thx

File Attachments
1) Screenshot.PNG, downloaded 232 times

1

Edit object

Select Preset ✕

Use the controls below to select a preset from the tree.

Preset Tree:

- ❋ <None>
- ❓ Air Explosions Twiddler
- ❓ Chateau_Explosions_Twiddler
- 🔺 Environmental Explosions
- 🔺 Explosions_Boss
- 🔺 Explosions_Objects
- 🔺 Explosions_Weapons
- ❓ Grenade Launcher Explosion Napalm Twiddler
- ❓ Grenade Launcher Explosion Tiberium Twiddler
- ❓ **Grenade Launcher Explosion Twiddler**
- ❓ Ground Explosions - Harmless
- ❓ Ground Explosions Twiddler
- ❓ M03_Cine_Explosion
- ❓ Proximity Mine Explosion Twiddler
- ❓ Remote Mine Explosion Twiddler
- ❓ Rocket Launcher Explosion Twiddler
- ❓ Sakura Rocket Explosions Twiddler
- ❓ Tank Explosions
- ❓ Timed Mine Explosion Twiddler

[OK] [Cancel] [Info...]

2

Edit object ✕

General | Settings | **Dependencies**

Add file dependencies to this preset using the controls below.

Dependencies:

Filename
e_exp_dirt01.w3d