
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 dependencies, but what would be the next step?

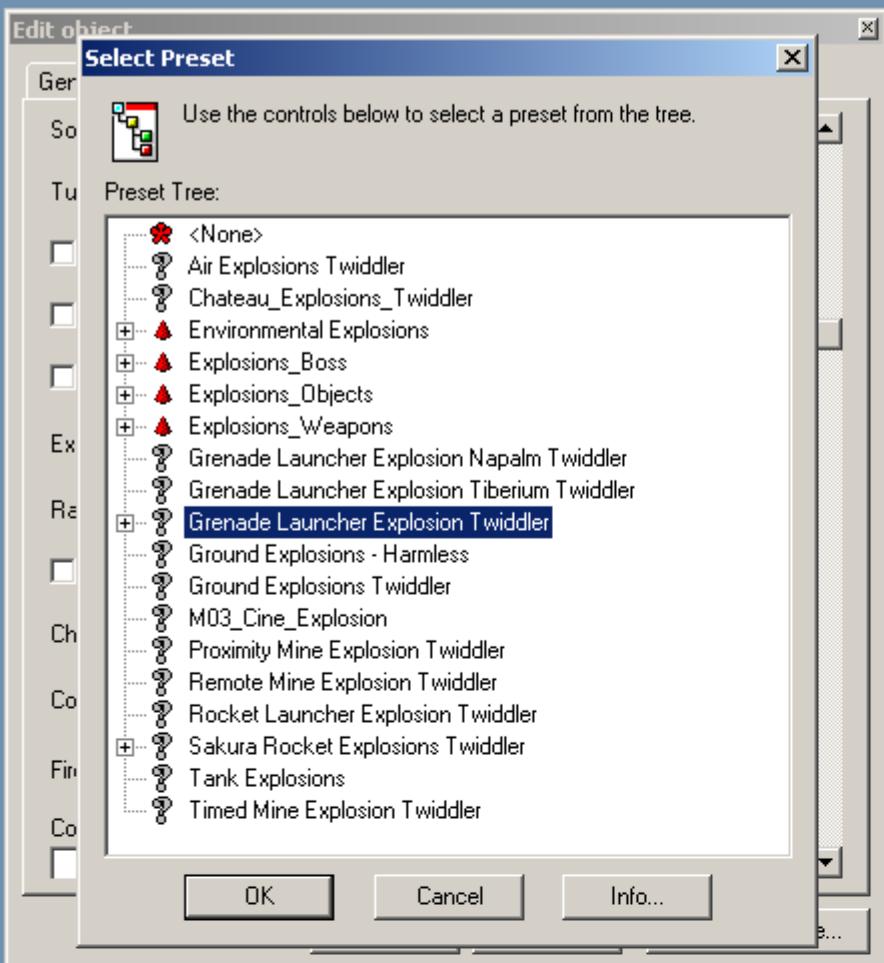
Look at my screen shot so you see what i mean.

Thx

File Attachments

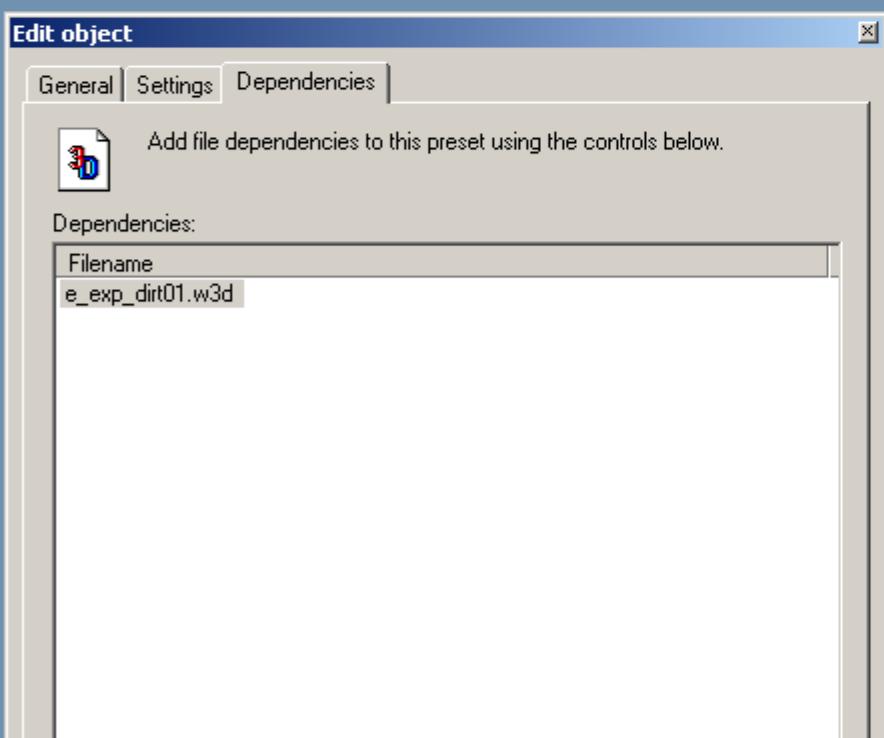
1) [Screenshot.PNG](#), downloaded 265 times

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Ammo_Structure_Weapons
 Ammo_Test_Weapons
 Ammo_Vehicle_Weapons
 Ammo_Apache_HeavyMachineGun_Ai
 CnC_Ammo_Apache_HeavyMachineGun
 Ammo_APc_M60MG_Player
 Ammo_Buggy_M60MG_Player
 Ammo_Comanche_HeavyMachineGun
 Ammo_Comanche_Rocket_Ai
 Ammo_FlameTank_Player
 Ammo_Gunboat_Missile
 Ammo_Humm-Vee_M60MG_Player
 Ammo_LightTank_Cannon_Player
 Ammo_MammothTank_Cannon_Player
 Ammo_MammothTank_Rocket_Player
 Ammo_MediumTank_Cannon_Player
 Ammo_MobileArtillery_Player
 Ammo_MRls_Player
 Ammo_Orca_Rocket_Ai
 Ammo_ReconBike_Rocket_Player
 Ammo_SSM_Player
 Ammo_StealthTank_Player
 CnC_Ammo_Apache_Rocket
 CnC_Ammo_Orca_HeavyMachineGun
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Ammo_Infantry_Weapons
 Ammo_Structure_Weapons
 Ammo_Test_Weapons
 Ammo_Vehicle_Weapons
 Ammo_Apache_HeavyMachineGun_Ai
 CnC_Ammo_Apache_HeavyMachineGun
 Ammo_APc_M60MG_Player
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