Subject: Need help with leveledit
Posted by Di3HardNL on Wed, 08 Oct 2008 17:16:22 GMT
View Forum Message <> Reply to Message

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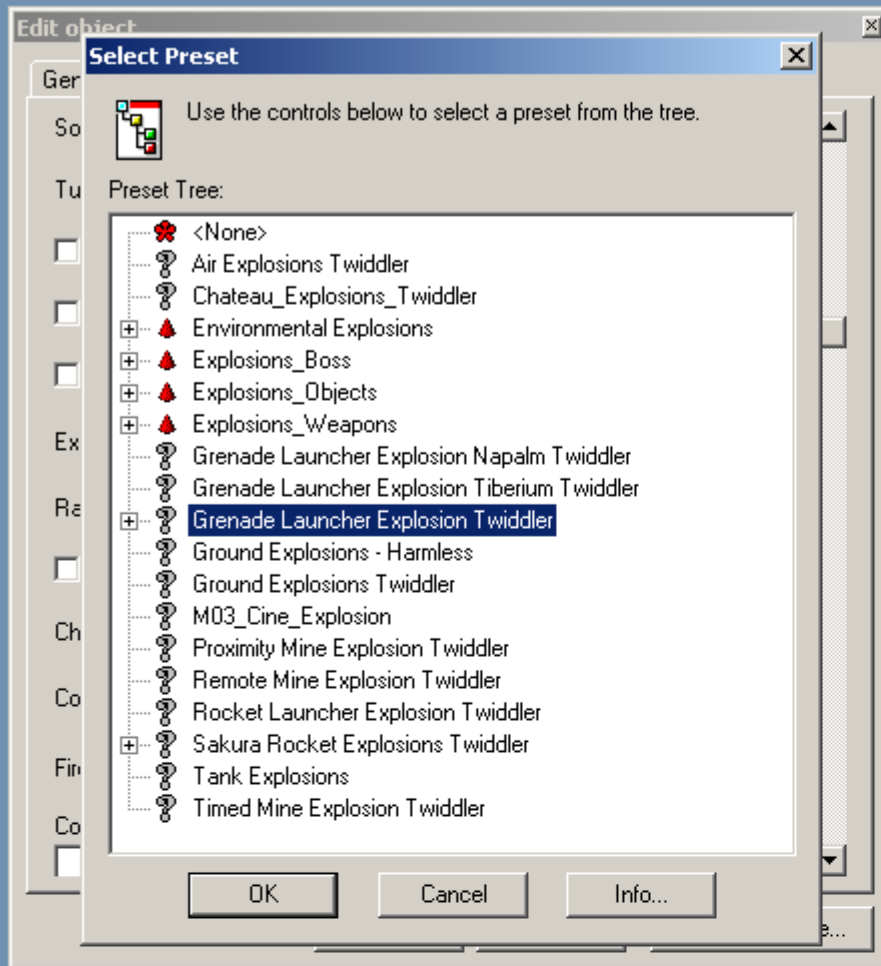
Look at my screen shot so you see what i mean.
Thx

File Attachments

1) Screenshot.PNG, downloaded 152 times

1

Edit object

Select Preset ✕

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

Preset Tree:

- ✿ <None>
- ⑦ Air Explosions Twiddler
- ⑦ Chateau_Explosions_Twiddler
- ⊞ ♠ Environmental Explosions
- ⊞ ♠ Explosions_Boss
- ⊞ ♠ Explosions_Objects
- ⊞ ♠ Explosions_Weapons
- ⑦ Grenade Launcher Explosion Napalm Twiddler
- ⑦ Grenade Launcher Explosion Tiberium Twiddler
- ⊞ ⑦ **Grenade Launcher Explosion Twiddler**
- ⑦ Ground Explosions - Harmless
- ⑦ Ground Explosions Twiddler
- ⑦ M03_Cine_Explosion
- ⑦ Proximity Mine Explosion Twiddler
- ⑦ Remote Mine Explosion Twiddler
- ⑦ Rocket Launcher Explosion Twiddler
- ⊞ ⑦ Sakura Rocket Explosions Twiddler
- ⑦ Tank Explosions
- ⑦ Timed Mine Explosion Twiddler

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

- ♠ Ammo_Structure_Weapons
- ♠ Ammo_Test_Weapons
- ♠ Ammo_Vehicle_Weapons
- ⊟ ♠ Ammo_Apache_HeavyMachineGun_Ai
  - ♠ CnC_Ammo_Apache_HeavyMachir
- ⊞ ♠ 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

Explosion
Weapon
ummy Object
ver Spots
ght
und
aypath
iddlers
litor Objects
obal Settings

2

Edit object ✕

[General | Settings | **Dependencies**]

📄 Add file dependencies to this preset using the controls below.

Dependencies:

Filename
e_exp_dirt01.w3d

- ♠ Ammo_Infantry_Weapons
- ♠ Ammo_Structure_Weapons
- ♠ Ammo_Test_Weapons
- ♠ Ammo_Vehicle_Weapons
- ⊟ ♠ Ammo_Apache_HeavyMachineGun_Ai
  - ♠ CnC_Ammo_Apache_HeavyMachir
- ⊞ ♠ 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

Explosion
Weapon