Subject: Re: Is anyone using my tutorials? Posted by Jerad2142 on Sun, 04 May 2014 16:45:51 GMT View Forum Message <> Reply to Message

I'd like a tutorial on how to implement these if possible:

I assume you need another texture in the .mix for them to load from, but I can't find any documentation related to it.

File Attachments

1) Untitled.png, downloaded 453 times
Edit object
General Physics Model Settings Dependencies Scripts
✓ NotTargetable
BullseyeOffsetZ 0.000
Radar Blip Type Objective
Animation None Human
Vehicle Stationary
KilledExplosion
Extra 2 DefaultHibem Extra 3 Extra 4
AllowInnated (visible anywhere) 1
Extra (visible anywhere) 3
Orator Type
Team Visibility Mode Default
☐ IsEditorObject
OK Cancel OK & Propagate