
Subject: C&C Seaside Sunset Released

Posted by [NeoSaber](#) on Tue, 02 Dec 2003 21:12:28 GMT

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I don't know what you've done or not done, so here's a general overview of the level edit settings for it.

In Level Edit vehicle destructions are set up as an Explosion. That's found at Munitions-> Explosion. You can go to Munitions-> Explosion -> Explosions_Objects -> Explosions_Vehicles to see all the settings for the standard Renegade vehicle destructions. That's a good place to go if you need an example.

After the explosion settings are in place, go to the vehicle's settings. Find the setting called KilledExplosion. Set that to the explosion you want. In game, when the vehicle is destroyed, the explosion you selected is displayed.
