Subject: Question about the Nuke Strike and Ion Cannon
Posted by [REHT]Spirit on Fri, 12 Dec 2003 17:45:20 GMT

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Ah! The great one seeks yet more light! And that light I shall give!!! Because I have new batterys! ......for i have struggled lots over beacons!! Mainly because there are so many danged presets used......

Anyhow, Ion Cannon and Nuke Beacons use:

Objects->Cinematic->Beacon_Animations->Beacon_Ion_Cannon->Beacon_Ion_Cannon_Anim_Post

Objects->Cinematic->Beacon_Animations->Beacon_Ion_Cannon->Beacon_Ion_Cannon_Anim_Pre

Objects->Cinematic->Beacon_Animations->Beacon_Nuke_Strike->Beacon_Nuke_Strike_Anim_Post

Objects->Cinematic->Beacon_Animations->Beacon_Nuke_Strike->Beacon_Nuke_Strike_Anim_Pre

The presets in Object->Beacon are also used. As well as Projectile and Weapon presets. There are one or 2 Ion Cannon/Nuke Strike presets that aren't use, I think they're in the Simple area.