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Subject: Making warhead types?  
Posted by [Naamloos](#) on Thu, 19 May 2005 15:21:56 GMT  
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How do i do this? Not in LE i think since i can't find anything except for the existing ones.

(Warheads are the type of ammo you shoot, like steel, tiberium, ect.)

:huh:

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Subject: Making warhead types?  
Posted by [danpaul88](#) on Thu, 19 May 2005 21:24:47 GMT  
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edit the ini files for your level....but this means everyone who downloads the map would have to also download your ini files to replace their own...which renguard probably will not allow...

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Subject: Making warhead types?  
Posted by [Naamloos](#) on Thu, 19 May 2005 21:31:42 GMT  
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It won't work even if it stays inside the .pkg file?

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Subject: Making warhead types?  
Posted by [laeubi](#) on Thu, 19 May 2005 22:21:26 GMT  
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it will work on PKG Mods.

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Subject: Making warhead types?  
Posted by [Naamloos](#) on Wed, 25 May 2005 18:13:10 GMT  
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\*bump\*

I tried a few things with the warheads and also with the camera settings and they do show in level edit(camera mode and warheads appear in the list).

However everything stays the same in-game.

I kept the .ini files inside the .pkg file.

Is there any other way of getting it to work? :dontgetit:

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Subject: Making warhead types?

Posted by [laeubi](#) on Wed, 25 May 2005 22:27:04 GMT

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it won't work for cameras.ini

and I'm nearly sure about the warheads because I used that in my RA Mod.

But I'm not sure if it was the warheads or the surfacetype i modified... hmm..

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Subject: Making warhead types?

Posted by [Naamloos](#) on Thu, 26 May 2005 10:33:08 GMT

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I'll play around with it a little longer then. I hope i get it working because if i don't my TD based mini mod won't be worth updating anymore.

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