
Subject: How do I change the projectiles?

Posted by [dead4ayear2](#) on Mon, 03 Mar 2003 00:11:06 GMT

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How do I model new projectiles? I've got it already modeled on renx but how and where do I export it? Could someone give me a tutorial on it?

Subject: How do I change the projectiles?

Posted by [General Havoc](#) on Mon, 03 Mar 2003 00:27:23 GMT

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tracer_gold.w3d and tracer_red.w3d are the bullets of the normal automatic weapon. Ren meaning nod, Gold meaning GDI. As for other projectiles i'm still looking. i'll let you know when i get any others.

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Posted by [dead4ayear2](#) on Mon, 03 Mar 2003 01:15:11 GMT

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Thank you!!!

P.S. Is 32 polys fine for a projectile? Oh yeah, and what do I export it as?

Subject: How do I change the projectiles?

Posted by [General Havoc](#) on Mon, 03 Mar 2003 17:29:19 GMT

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32 Polys seems fine but if its going to be tiny, you can get away with fewer than that, i wouldn't go too high though. You can export it as terrain i think it doesn't really make much difference for such a simple object.
