Subject: Using a beam effect for new ammo types in LE
Posted by GEORGE ZIMMER on Sat, 09 Dec 2006 03:44:27 GMT

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I'm sure this has been asked quite a few times before but I havn't seen it been asked recently, and been answered (I HAVE seen it asked just not answered, plus it was asked in a very stupid way).

Basicly, what I am trying to do, is use a beam effect for a new ammo type for a mod I'm making. I'm wondering if the fact that it's a temp'd preset has something to do with it. I can change that, it was only temp'd due to the fact that it was gonna be a .mix map but I'm gonna make it .pkg anyway.

The specific beam effect I am using, is the volt auto rifle kind. I copied all the beam stuff from the volt auto rifle, still no luck. Heck, I even tried temping a new present off of the normal volt auto rifle preset, putting the changes I wanted etc, but STILL no luck.

Any ideas what this might be? I'm gonna try multiple things, and I'll tell ya if I have any luck.

Also if you dunno what I'm talking about, then ask lol, I'll try and explain a little bit more.

-CabalClock

EDIT1: Attempted to use "add" instead of "temp". Still no luck.

Subject: Re: Using a beam effect for new ammo types in LE
Posted by GEORGE ZIMMER on Sat, 09 Dec 2006 04:18:13 GMT

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Argh. Sorry for double post. Can't edit after 15 mins or somesuch apperently.

Anyway. I figured out what the problem was.

I decided to use the original volt auto rifle preset, and made the changes I wanted to it.

However, this too did not work. Until, I managed to find out that it's the velocity. It can't be under 400 if it's a beam. Sigh... I wanted it to have a sort of "travelling beam" effect or something.

Well. I have another question. Is it perhaps possible to make a bullet itself (NOT a beam effect) that looks exactly like the volt so it still can travel at a velocity of lower than 400? That'd be great.

-CabalClock

Subject: Re: Using a beam effect for new ammo types in LE
Posted by Jerad2142 on Sat, 09 Dec 2006 04:20:56 GMT

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Not exactly like the volt but close. Use the line effect in the emmiter settings, then attach the emitter to the projectile.

Subject: Re: Using a beam effect for new ammo types in LE
Posted by nopol10 on Sun, 10 Dec 2006 01:28:24 GMT
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That was exactly what I was trying to do too. How do you attach an emitter to a projectile?

Subject: Re: Using a beam effect for new ammo types in LE
Posted by FynexFox on Sun, 10 Dec 2006 02:53:55 GMT
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The same way you attach an emmiter to any model. The projectile is a 3d model.

http://renhelp.net/index.php?mod=Tutorials

Find the tutorial on custom projectiles, that'll tell u the settings for it and what to name it etc etc and find the tut on adding emmiters to objects, just follow that tut but do it to the projectile model, then put the projectile file in your mod folder, specify it for your weapon and bam, there ya be.