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Subject: How do I make tiberium gas?

Posted by [Anonymous](#) on Fri, 24 Jan 2003 22:58:00 GMT

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I've seen tiberium gas in the secont SP level and also in some MP maps. I know what texture to use but how do I make tiberium gas? Like clouds. Also, how do I make a river move? like in CnC\_field there is a river.

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Subject: How do I make tiberium gas?

Posted by [Anonymous](#) on Sat, 25 Jan 2003 01:00:00 GMT

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I need help! How do I make like tiberium fog!?

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Subject: How do I make tiberium gas?

Posted by [Anonymous](#) on Sat, 25 Jan 2003 01:47:00 GMT

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it is an emitter, gointo the object preset list, you will find it in there

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Subject: How do I make tiberium gas?

Posted by [Anonymous](#) on Sat, 25 Jan 2003 02:14:00 GMT

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Yo Dante.. good you're here i came up with an idea yesterday What about a Nuke like in RA1 and RA2? Make it spread tiberium gas on impact, that's a little more realistic for a Nuke and to make it equal to ION, you could increase the ION impact

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Subject: How do I make tiberium gas?

Posted by [Anonymous](#) on Sat, 25 Jan 2003 05:46:00 GMT

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possible? i dunn think so...?

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Subject: How do I make tiberium gas?

Posted by [Anonymous](#) on Sat, 25 Jan 2003 06:07:00 GMT

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quote:Originally posted by DeafWasp:possible? i dunn think so...?of course it's possible.the nuke effect is just one giant emitter.but -- it would just be for looks - wont do damage in itself.the

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damage caused is just a function of the weapon hitting - a mist field damage is caused by a in-place damage zone.unless there is a way to make zones come on and off -- and move -- you wouldnt be able to make a damaging mist field.

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