
Subject: How do i make a warhead
Posted by [cpjok](#) on Tue, 01 Jul 2008 20:31:23 GMT
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ok how do i make a warhead like on reborns they have DeployWH and ReDepWH

and all normal ones are like

steel
steel_nobuildings
Laser
Laser_nobuildings

anyway anyone know how i can make my own warhead for a map in LE

Subject: Re: How do i make a warhead
Posted by [cnc95fan](#) on Tue, 01 Jul 2008 20:38:46 GMT
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What? A warhead is a weapon.

Subject: Re: How do i make a warhead
Posted by [Gen_Blacky](#) on Tue, 01 Jul 2008 20:52:26 GMT
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hes talking about a nuke a believe

Subject: Re: How do i make a warhead
Posted by [cpjok](#) on Tue, 01 Jul 2008 21:06:20 GMT
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its a warhead like what sort of bullet your weapon is in ammo

steel
shell
laser

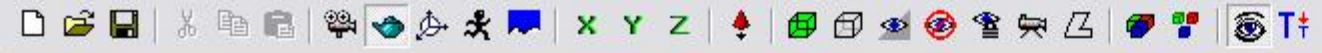
the bit marked in red

File Attachments

1) [Warhead.JPG](#), downloaded 607 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\C&C_M13_BZ\characters\havoc\FullMoon.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\C&C_M13_BZ\characters\FullMoon.tga
TimeManager::Update: warning, frame 14 was slow (8415 ms)

Subject: Re: How do i make a warhead
Posted by [_SSnipe_](#) on Tue, 01 Jul 2008 21:10:59 GMT
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inst that the hit? like when its set to something when it hits makes what ever the warhead is?

like the tib warhead when it hits wall makes tib spray come out a little or lazer makes fire when hit something

Subject: Re: How do i make a warhead
Posted by [cpjok](#) on Tue, 01 Jul 2008 21:34:04 GMT
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pritty mutch yes

EDIT: its pritty mutch differant types of strength cos shell strength is what vehicles use and steel strength is what charectors use thats why there aint good against vehicles

Subject: Re: How do i make a warhead
Posted by [Ghostshaw](#) on Tue, 01 Jul 2008 21:43:01 GMT
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Its got nothing to do with strength. It affects what armor.ini multipliers are applied, and thats about it.

Subject: Re: How do i make a warhead
Posted by [cpjok](#) on Tue, 01 Jul 2008 22:15:47 GMT
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thanx GhostShaw i know how to add and edit them now
