Subject: Need help with leveledit Posted by Di3HardNL on Wed, 08 Oct 2008 17:16:22 GMT View Forum Message <> Reply to Message

Yo, I want to change the bullet explosion for the Apache. but there is only a short list of explosions you can change it to.

I have my own emitter which i want to add to it. but i don't know how.

I have tried adding it trough depencies, but what would be the next step?

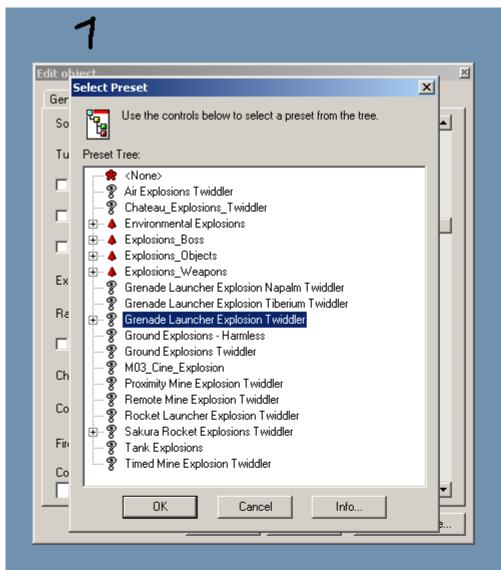
Look at my screen shot so you see what i mean. Thx

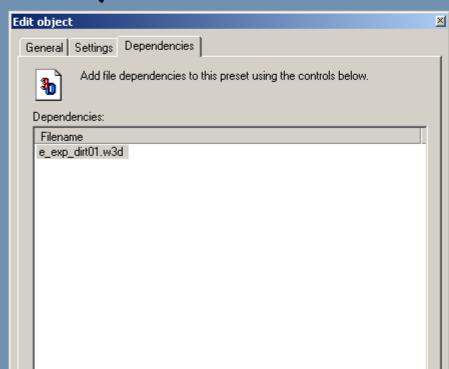
File Attachments

1) Screenshot.PNG, downloaded 158 times

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- Ammo_Structure_Weapons Ammo_Test_Weapons 🌲 Ammo_Vehicle_Weapons 🖮 🌲 Ammo_Apache_HeavyMachineGun_Ai 🌲 Ammo_Comanche_HeavyMachineGun 🌢 Ammo_Comanche_Rocket_Ai 庄 🦀 Ammo_FlameTank_Player 庄 - 🌢 Ammo_Gunboat_Missile 庄 - 🌲 Ammo_MobileArtillery_Player 庄 🦀 Ammo_Orca_Rocket_Ai ... ♣ Ammo_StealthTank_Player CnC_Ammo_Apache_Rocket CnC_Ammo_Orca_HeavyMachineGun Explosion Weapon ımmy Object ver Spots bht und aypath viddlers
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- 庄 🎄 Ammo_MobileArtillery_Player
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- <u>★</u> Ammo_ReconBike_Rocket_Player
- ... ♣ Ammo_StealthTank_Player
 - CnC_Ammo_Apache_Rocket
 - CnC_Ammo_Orca_HeavyMachineGun

Explosion

Weapon

Subject: Re: Need help with leveledit Posted by Omar007 on Wed, 08 Oct 2008 20:22:13 GMT

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If it's for a MIX map you should TEMP it to the presets in LE

If it is a ModPackage (PKG) you could ADD it to the presets in LE

I'll give you detail on that if you need later. Don't have time now