## 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?

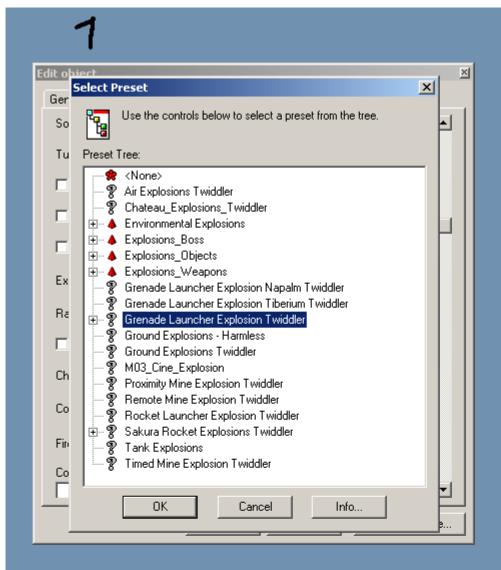
Look at my screen shot so you see what i mean. Thx

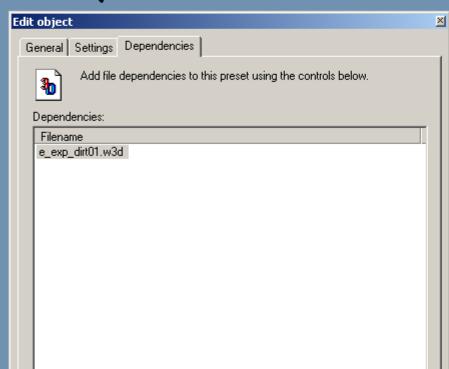
## File Attachments

1) Screenshot.PNG, downloaded 230 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\_Gunboat\_Missile

- 🛓 ... 🌢 Ammo\_MammothTank\_Cannon\_Player

- 庄 🎄 Ammo\_MobileArtillery\_Player
- ... ♣ Ammo\_MRLS\_Player
- 🖮 ... 🌢 Ammo\_Orca\_Rocket\_Ai
- <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