
Subject: Need help with leveledit

Posted by [Di3HardNL](#) on Wed, 08 Oct 2008 17:16:22 GMT

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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 dependencies, 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 271 times

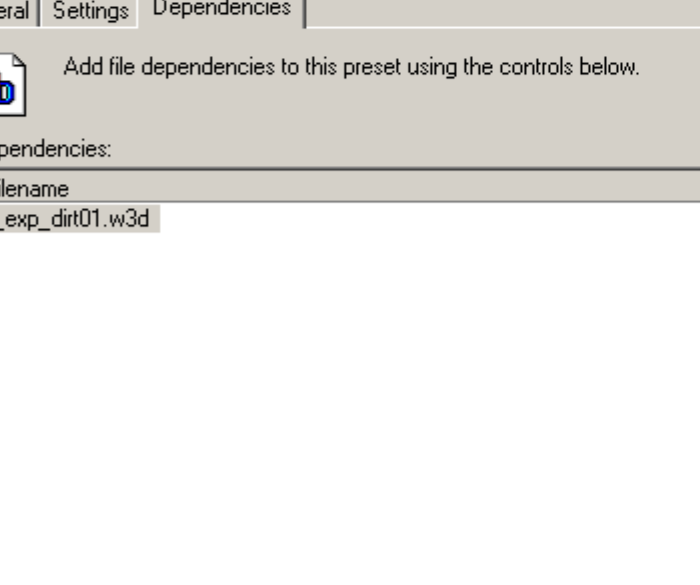
Select Preset

Use the controls below to select a preset from the tree.

Preset Tree:

- <None>
- Air Explosions Twiddler
- Chateau_Explosions_Twiddler
- Environmental Explosions
- Explosions_Boss
- Explosions_Objects
- Explosions_Weapons
- Grenade Launcher Explosion Napalm Twiddler
- Grenade Launcher Explosion Tiberium Twiddler
- Grenade Launcher Explosion Twiddler**
- Ground Explosions - Harmless
- Ground Explosions Twiddler
- M03_Cine_Explosion
- Proximity Mine Explosion Twiddler
- Remote Mine Explosion Twiddler
- Rocket Launcher Explosion Twiddler
- Sakura Rocket Explosions Twiddler
- Tank Explosions
- Timed Mine Explosion Twiddler

OK Cancel Info...



The screenshot shows the 'Edit object' dialog box with the 'Dependencies' tab selected. The dialog has a title bar 'Edit object' with a close button. Below the title bar are three tabs: 'General', 'Settings', and 'Dependencies'. The 'Dependencies' tab contains a document icon with the number '3' and the text 'Add file dependencies to this preset using the controls below.' Below this is a section labeled 'Dependencies:' followed by a table with one column 'Filename'. The table contains one entry: 'e_exp_dirt01.w3d'.

Filename
e_exp_dirt01.w3d

- Ammo_Structure_Weapons
- Ammo_Test_Weapons
- Ammo_Vehicle_Weapons
 - Ammo_Apache_HeavyMachineGun_Ai
 - CnC_Ammo_Apache_HeavyMachineGun_Ai
 - Ammo_APC_M60MG_Player
 - Ammo_Buggy_M60MG_Player
 - Ammo_Comanche_HeavyMachineGun_Ai
 - Ammo_Comanche_Rocket_Ai
 - Ammo_FlameTank_Player
 - Ammo_Gunboat_Missile
 - Ammo_Humm-Vee_M60MG_Player
 - Ammo_LightTank_Cannon_Player
 - Ammo_MammothTank_Cannon_Player
 - Ammo_MammothTank_Rocket_Player
 - Ammo_MediumTank_Cannon_Player
 - Ammo_MobileArtillery_Player
 - Ammo_MRLS_Player
 - Ammo_Orca_Rocket_Ai
 - Ammo_ReconBike_Rocket_Player
 - Ammo_SSM_Player
 - Ammo_StealthTank_Player
 - CnC_Ammo_Apache_Rocket
 - CnC_Ammo_Orca_HeavyMachineGun
- Explosion
- Weapon
- Ammy Object
- Power Spots
- Light
- Sound
- Waypath
- Widders
- Editor Objects
- Global Settings

- Ammo_Infantry_Weapons
 - Ammo_Structure_Weapons
 - Ammo_Test_Weapons
 - Ammo_Vehicle_Weapons
 - Ammo_Apache_HeavyMachineGun_Ai
 - CnC_Ammo_Apache_HeavyMachineGun_Ai
 - Ammo_APC_M60MG_Player
 - Ammo_Buggy_M60MG_Player
 - Ammo_Comanche_HeavyMachineGun_Ai
 - Ammo_Comanche_Rocket_Ai
 - Ammo_FlameTank_Player
 - Ammo_Gunboat_Missile
 - Ammo_Humm-Vee_M60MG_Player
 - Ammo_LightTank_Cannon_Player
 - Ammo_MammothTank_Cannon_Player
 - Ammo_MammothTank_Rocket_Player
 - Ammo_MediumTank_Cannon_Player
 - Ammo_MobileArtillery_Player
 - Ammo_MRLS_Player
 - Ammo_Orca_Rocket_Ai
 - Ammo_ReconBike_Rocket_Player
 - Ammo_SSM_Player
 - Ammo_StealthTank_Player
 - CnC_Ammo_Apache_Rocket
 - CnC_Ammo_Orca_HeavyMachineGun
- Explosion
- Weapon
- Object

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
