**Subject: Nuke**
Posted by ErroR on Wed, 04 Mar 2009 13:09:05 GMT

How do i replace the nuke? i don't understand.. i made the animation and replaced nuke_missle.w3d but ingame it's the same. even xg_<nukesomething>.w3d shows my nuke..

**Subject: Re: Nuke**
Posted by Jerad2142 on Wed, 04 Mar 2009 14:33:45 GMT

ErroR wrote on Wed, 04 March 2009 06:09How do i replace the nuke? i don't understand.. i made the animation and replaced nuke_missle.w3d but ingame it's the same. even xg_<nukesomething>.w3d shows my nuke..
When it comes to replacing the nuke you have to make sure that your not just replacing the nuke down animation. If its not showing ANY nuke then you probably need to make sure your nuke has the same bones as the original, as I'm pretty sure that the original nuke has a separate animation, and if not I'd have to look into this more my self.

**Subject: Re: Nuke**
Posted by rrutk on Wed, 04 Mar 2009 22:34:45 GMT

the nuke explosion consists of the exlosion itself, the pre-cinematic-animation and the post-cinematic animation.

Just follow in Leveledit the logical sequence from the purchase of the beacon to the explosion itself over all the steps to understand the way it works.

**Subject: Re: Nuke**
Posted by Jerad2142 on Wed, 04 Mar 2009 22:36:08 GMT

rrutk wrote on Wed, 04 March 2009 15:34the nuke explosion consists of the exlosion itself, the pre-cinematic-animation and the post-cinematic animation.
*facepalms and gets a pic to upload*

**Subject: Re: Nuke**
Posted by ErroR on Wed, 04 Mar 2009 22:37:22 GMT

well, i didn't mean explosion, i mean the actual falling rocket

Subject: Re: Nuke
Posted by rrutk on Wed, 04 Mar 2009 22:37:58 GMT
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Jerad Gray wrote on Wed, 04 March 2009 16:36rrutk wrote on Wed, 04 March 2009 15:34the nuke explosion consists of the exlosion itself, the pre-cinematic-animation and the post-cinematic animation.
*facepalms and gets a pic to upload*

sorry, dont understand this.

Subject: Re: Nuke
Posted by rrutk on Wed, 04 Mar 2009 22:39:43 GMT
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ErroR wrote on Wed, 04 March 2009 16:37well, i didn't mean explosion, i mean the actual falling rocket

not sure, but I guess, it's a boned cinematic animation, may be the pre-cinematic.
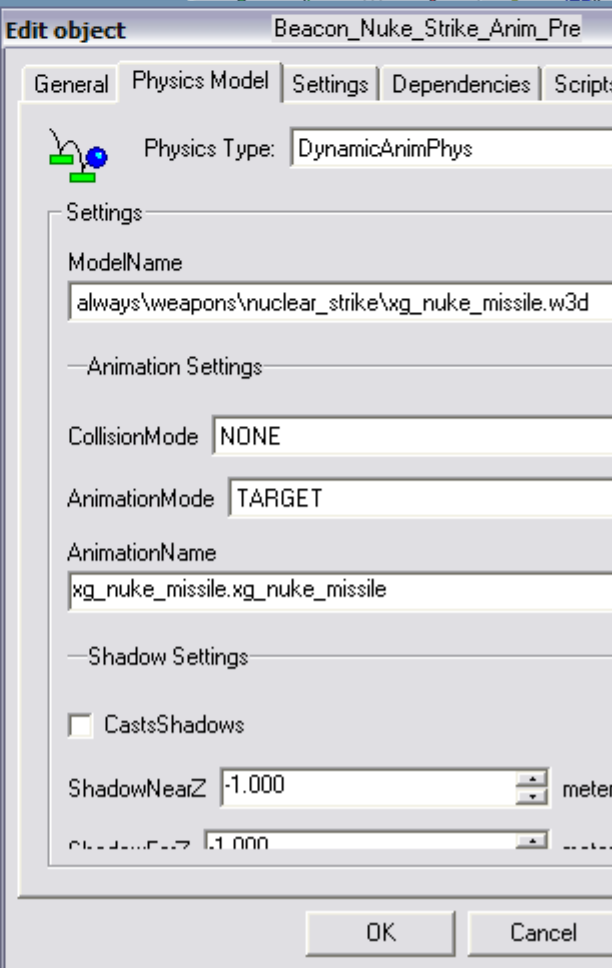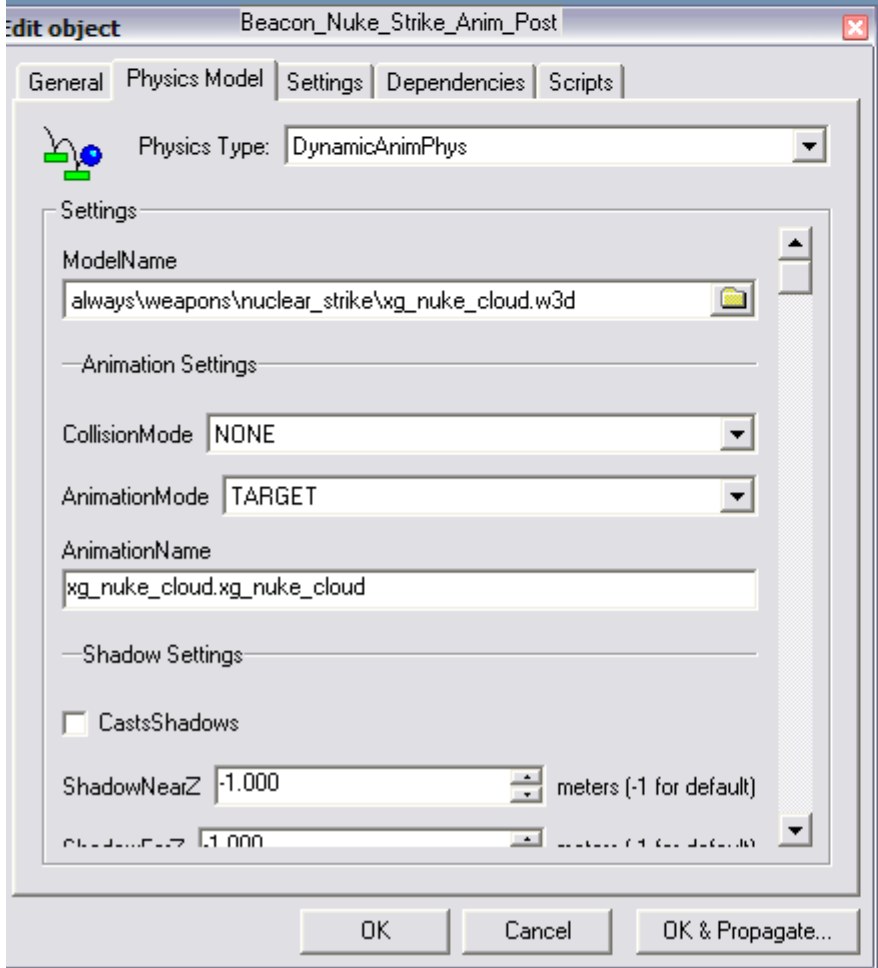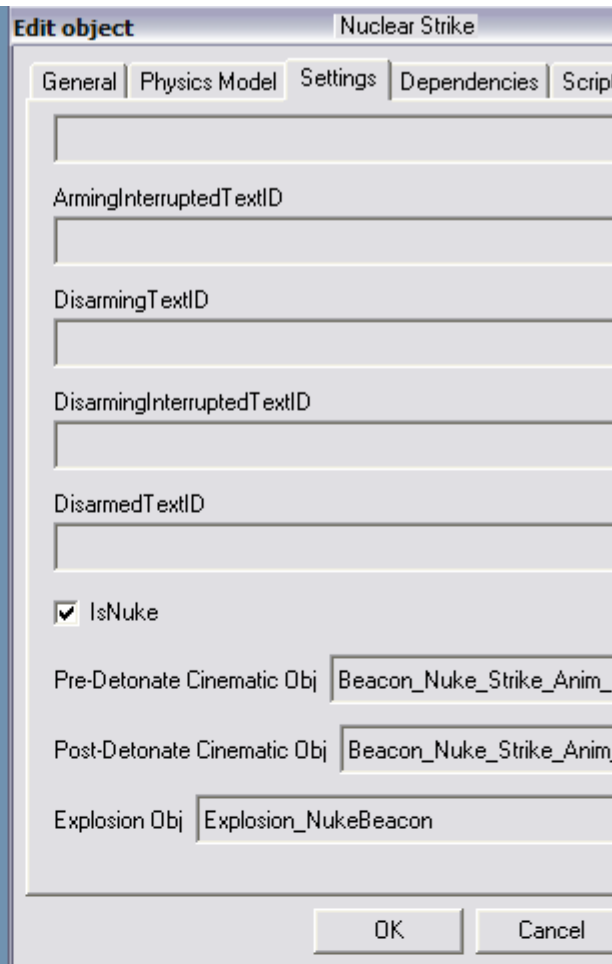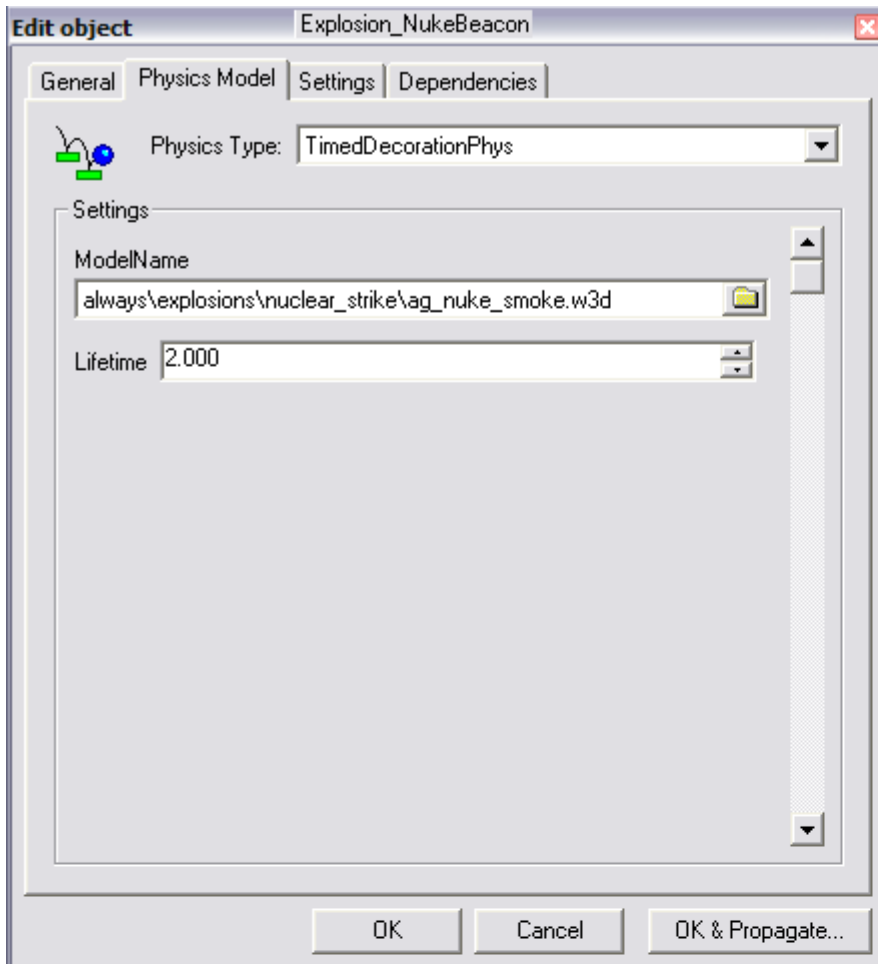so jerad is right about the bone names.

Subject: Re: Nuke
Posted by Jerad2142 on Wed, 04 Mar 2009 22:49:56 GMT
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There we go, no more confusion

File Attachments
1) nuke.png, downloaded 225 times

## Edit object — Explosion_NukeBeacon

General | Physics Model | Settings | Dependencies

Physics Type: TimedDecorationPhys

**Settings**

ModelName

always\explosions\nuclear_strike\ag_nuke_smoke.w3d

Lifetime 2.000

OK | Cancel | OK & Propagate...

## Edit object — Nuclear Strike

General | Physics Model | Settings | Dependencies | Scrip

ArmingInterruptedTextID

DisarmingTextID

DisarmingInterruptedTextID

DisarmedTextID

☑ IsNuke

Pre-Detonate Cinematic Obj  Beacon_Nuke_Strike_Anim_

Post-Detonate Cinematic Obj  Beacon_Nuke_Strike_Anim

Explosion Obj  Explosion_NukeBeacon

OK | Cancel

## Edit object — Beacon_Nuke_Strike_Anim_Post

General | Physics Model | Settings | Dependencies | Scripts

Physics Type: DynamicAnimPhys

**Settings**

ModelName

always\weapons\nuclear_strike\xg_nuke_cloud.w3d

**Animation Settings**

CollisionMode  NONE

AnimationMode  TARGET

AnimationName

xg_nuke_cloud.xg_nuke_cloud

**Shadow Settings**

☐ CastsShadows

ShadowNearZ -1.000   meters (-1 for default)

ShadowFarZ -1.000   meters (-1 for default)

OK | Cancel | OK & Propagate...

## Edit object — Beacon_Nuke_Strike_Anim_Pre

General | Physics Model | Settings | Dependencies | Scripts

Physics Type: DynamicAnimPhys

**Settings**

ModelName

always\weapons\nuclear_strike\xg_nuke_missile.w3d

**Animation Settings**

CollisionMode  NONE

AnimationMode  TARGET

AnimationName

xg_nuke_missile.xg_nuke_missile

**Shadow Settings**

☐ CastsShadows

ShadowNearZ -1.000   meter

ShadowFarZ -1.000

OK | Cancel

Subject: Re: Nuke
Posted by ErroR on Wed, 04 Mar 2009 22:58:18 GMT
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yay i replaced xg_nuke_missle.w3d and it works! thanks Jerad

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Subject: Re: Nuke
Posted by Jerad2142 on Wed, 04 Mar 2009 23:52:20 GMT
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ErroR wrote on Wed, 04 March 2009 15:58yay i replaced xg_nuke_missle.w3d and it works!
thanks Jerad
Good to hear