
Subject: Use weapons with the LE walk-through character

Posted by [Veyrdite](#) on Sat, 28 Mar 2009 05:48:49 GMT

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While in LE, edit the Walk-thru preset under Objects->Soldiers and change the secondary and primary weapons. Now go into walk through-mode (F8) and enjoy!

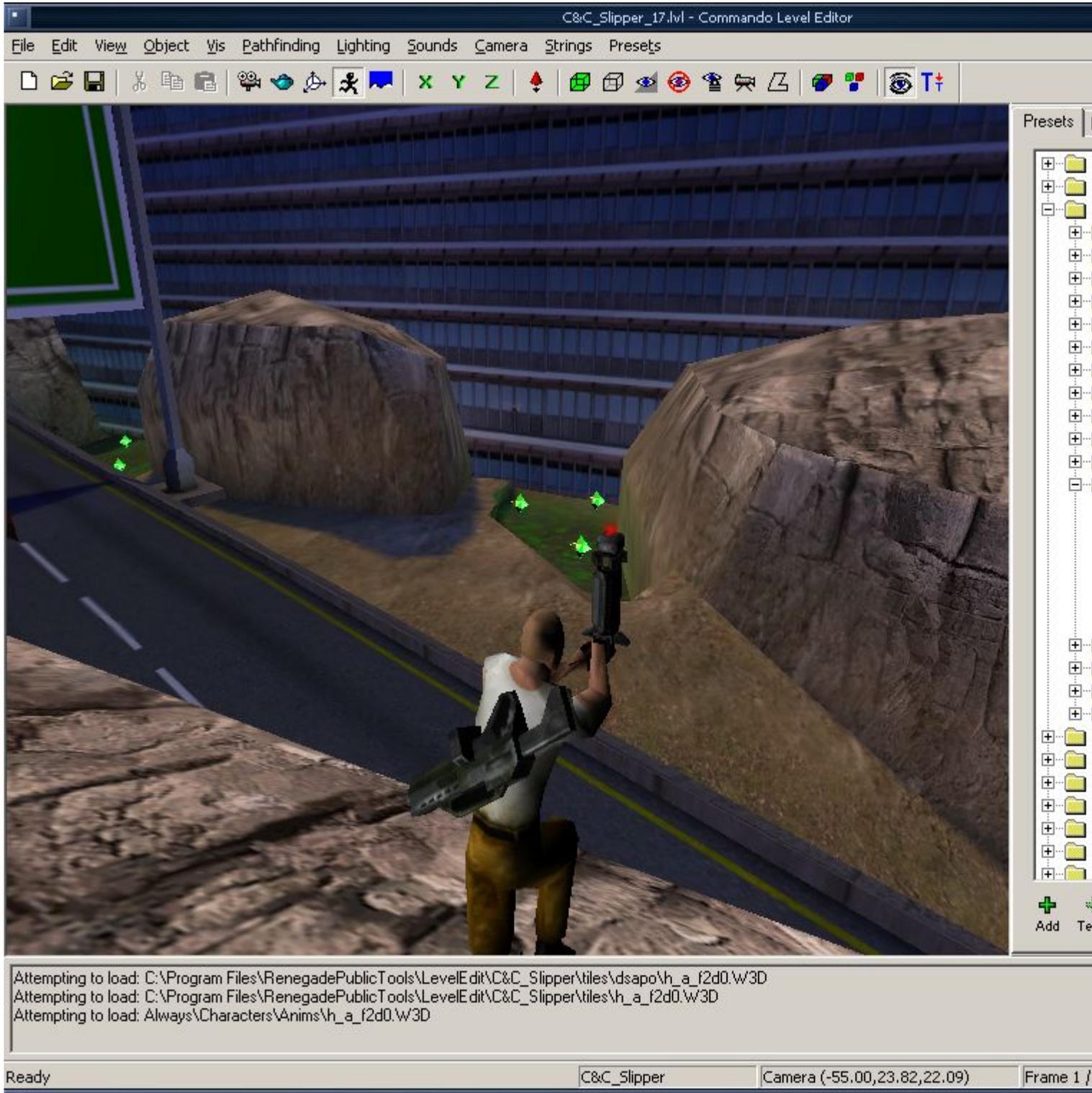
Note that the projectiles do no damage and they will stay on the map until you re-load it. Slow-projectiles (eg rockets), c4 and nukes freeze in mid-air. Some projectiles only show up when you fire in first-person mode.

You can actually paint decals onto maps and export them into renegade. The decals wont show up in LE but they will ingame, however how many appear is determined by the user's ren quality settings and they will disappear when you create your own bullet-holes.

One question for the W3D gurus - when pressing alt-fire (right-click) the 'C4 mode' changes between 1,2 and 3. What does this mean exactly?

File Attachments

1) [le_walk-thru.jpg](#), downloaded 716 times



Subject: Re: Use weapons with the LE walk-through character
Posted by [ErroR](#) on Sat, 28 Mar 2009 09:00:24 GMT

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i did this long time ago

Subject: Re: Use weapons with the LE walk-through character

Posted by [Jerad2142](#) on Sat, 28 Mar 2009 16:47:24 GMT

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Dthdealer wrote on Fri, 27 March 2009 23:48 One question for the W3D gurus - when pressing alt-fire (right-click) the 'C4 mode' changes between 1,2 and 3. What does this mean exactly?

Its switching between proxy, timed, and remote detonation, which is a setting that is set under "Ammo Type" under the Ammo (projectile) preset.

Subject: Re: Use weapons with the LE walk-through character

Posted by [C C_guy](#) on Sun, 29 Mar 2009 08:55:47 GMT

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ErroR wrote on Sat, 28 March 2009 03:00 i did this long time ago

Good For you Error We are proud of you (some peoples kids Yesh....)

Subject: Re: Use weapons with the LE walk-through character

Posted by [Reaver11](#) on Sun, 29 Mar 2009 11:11:20 GMT

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Yes it is possible but I would not use it as such. Try taking a laser chaigun and shoot around after a short while LE will crash. (Set yourself as a gunboat or A-10)

Hehe I see you made two terrains into one. (Complex and City)

Subject: Re: Use weapons with the LE walk-through character

Posted by [Veyrdite](#) on Tue, 31 Mar 2009 07:51:03 GMT

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Reaver11 wrote on Sun, 29 March 2009 21:11 Yes it is possible but I would not use it as such. Try taking a laser chaigun and shoot around after a short while LE will crash. (Set yourself as a gunboat or A-10)

Hehe I see you made two terrains into one. (Complex and City)

You can set yourself as vehicles? How?

I tried deleting the Walk-Thru preset and then adding a new preset under the vehicle-tree, but LE just crashes when I try and enter walk-through node

Subject: Re: Use weapons with the LE walk-through character
Posted by [Reaver11](#) on Tue, 31 Mar 2009 08:02:21 GMT
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I just changed the walk-through model didnt really set myself as a vehicle but just as the model.
