Subject: Obelisk attack sequence
Posted by zeratul on Thu, 03 Dec 2009 01:21:54 GMT
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Can someone tell me the files for the obelisk attacking sequence
(Laser and power up)

Subject: Re: Obelisk attack sequence
Posted by ErroR on Thu, 03 Dec 2009 13:15:50 GMT
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laser is set up in le. blue_triple is the texture i think. Explosion is a w3d, not sure which. And charge maybe a w3d too. Look it up

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Subject: Re: Obelisk attack sequence
Posted by GEORGE ZIMMER on Thu, 03 Dec 2009 14:47:46 GMT
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ErroR wrote on Thu, 03 December 2009 07:15laser is set up in le. blue_triple is the texture i think. Explosion is a w3d, not sure which. And charge maybe a w3d too. Look it up
Actually the weapon doesn't use a chargeup, I don't think. I remember looking in the weapon's preset and it didn't have any kind of chargeup. Weird shit.

Subject: Re: Obelisk attack sequence
Posted by Distrbd21 on Thu, 03 Dec 2009 23:09:54 GMT
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He is talking like in field when you rush in with a apc the ob takes a few secs to charge the blast it gives out.

Subject: Re: Obelisk attack sequence
Posted by zeratul on Fri, 04 Dec 2009 00:45:51 GMT
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[/QUOTE]Distrbd21 wrote on Thu, 03 December 2009 18:09He is talking like in field when you rush in with a apc the ob takes a few secs to charge the blast it gives out.
he is correct
[QUOTE]ErroR wrote on Thu, 03 December 2009 07:15 laser is set up in le. blue_triple is the texture i think. Explosion is a w3d, not sure which. And charge maybe a w3d too. Look it up
your wrong thats the repair gun came out cool tho