
Subject: How do I make projectiles.

Posted by [danpaul88](#) on Sun, 23 Jan 2005 22:56:15 GMT

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well, once u exported it from renx, u add the w3d to ur mod directory with any texture files it uses. then open level editor, and choose a similar tank, such as a medium tank, from objects, vehicle. click on the tank (eg CnC_GDI_Medium_Tank and click temp to copy it. Then edit this to use your w3d file, and change the settings for what weapon it uses (Note that you have to set the weapon up in level editor to use a custom one, to test ur vehicle just use a close match from ren). Then add it to your purchase settings for the team that will use it, make a simple level with PT's and a wf/strip or spawn for the vehicle, export and test.
