Subject: Re: Tinkering with Emitters...
Posted by R315r4z0r on Thu, 12 Oct 2006 20:10:55 GMT
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totalhavok wrote on Wed, 11 October 2006 14:54Ok I was able to change the Tiberium mist emitter from green to bule for my blue Tib Fields, and it works great.

I then tried to change the gold signal flare to red for nod. Just as I did for the Tib mist, I extracted the emitter and ONLY changed the color from gold to red with the W3D tool. I then placed the moded emitter into my Levels folder just like the mist emitter, only the new RED signal flare crashes LE every time I try and make one??!!! What did I do wrong?? This worked for the Tiberium Mist Emitter, why won't it work for the signal flares????

Simple. I have done this before. You have to name it the exact name of the emitter. Even though it is red, you need to name it the exact name as the gold flare in level edit. (Dosn't have to be in the same preset folder)

Then it will work.