
Subject: Using a beam effect for new ammo types in LE
Posted by [GEORGE ZIMMER](#) on Sat, 09 Dec 2006 03:44:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm sure this has been asked quite a few times before but I haven't seen it been asked recently, and been answered (I HAVE seen it asked just not answered, plus it was asked in a very stupid way).

Basicly, what I am trying to do, is use a beam effect for a new ammo type for a mod I'm making. I'm wondering if the fact that it's a temp'd preset has something to do with it. I can change that, it was only temp'd due to the fact that it was gonna be a .mix map but I'm gonna make it .pkg anyway.

The specific beam effect I am using, is the volt auto rifle kind. I copied all the beam stuff from the volt auto rifle, still no luck. Heck, I even tried temping a new present off of the normal volt auto rifle preset, putting the changes I wanted etc, but STILL no luck.

Any ideas what this might be? I'm gonna try multiple things, and I'll tell ya if I have any luck.

Also if you dunno what I'm talking about, then ask lol, I'll try and explain a little bit more.

-CabalClock

EDIT1: Attempted to use "add" instead of "temp". Still no luck.
