
Subject: Re: More Problems

Posted by [_SSnipe_](#) on Thu, 24 May 2007 19:12:32 GMT

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1) You will have to do some stuff in level edit to hook "test_cinematic" to a preset and define your cinematic.txt file (for GDI at least), for Nod there may not be any level edit required. The cinematics can be written in Notepad. I will write you one when I get home, and tell you how to make the GDI one if I have some time.

i still dont know what that means

2) "They make all characters explode with the ion boom when killed.

Is there one specific player you want to explode like this when killed, or are there a few?

Well there was a few but i didnt wanna bother u.....what i really wanted is basic chars small explosion

the second set of chars a medium explosion

and the last ones are 1000 chars they get the ion for nod and nuke for gdi

make sense? lol

3) "As mentioned before, I do not believe editing the damage values on the servers objects file will effect the clients damage effects. It should be possible with some fancy coding, but it would take someone with a lot of patience to do this for you of their own free time."

Oh my bad i just been to a serv where they made the agt and ob gun more powerful
