Subject: Re: Is anyone using my tutorials? Posted by Jerad2142 on Sun, 04 May 2014 16:45:51 GMT View Forum Message <> Reply to Message

I'd like a tutorial on how to implement these if possible:

I assume you need another texture in the .mix for them to load from, but I can't find any documentation related to it.

File Attachments
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1) Untitled.png, downloaded 458 times
Edit object 💌
General Physics Model Settings Dependencies Scripts
I NotTargetable
BullseyeOffsetZ 0.000
Radar Blip Type Objective
Animation None Human Vehicle Stationary
KilledExplosion Extra 1 Extra 2
DefaultHibern Extra 3     Extra 4     Extra 4     Extra (visible anywhere) 1
<ul> <li>AllowInnateC Extra (visible anywhere) 2</li> <li>Extra (visible anywhere) 3</li> <li>UseCreationE Extra (visible anywhere) 4</li> </ul>
Orator Type
Team Visibility Mode Default
☐ IsEditorObject
OK Cancel OK & Propagate