
Subject: AircraftKiller!

Posted by [Anonymous](#) on Fri, 11 Oct 2002 15:56:00 GMT

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Can you help me out? I need some things like the orange construction cones and the radiation signs, could you e-mail me them? I especially need the cones.

Subject: AircraftKiller!

Posted by [Anonymous](#) on Fri, 11 Oct 2002 15:59:00 GMT

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What's so hard about cones or signs? Signs are a thin box. Poles are cylinders with 1 height segment and 8 width segments. Cones are cylinders with 6 width segments tapered to the top of the cone with a thin box for a base. Or you can just use the ones from the editor in the Tiles > DSAPO > Exterior and Military area.

Subject: AircraftKiller!

Posted by [Anonymous](#) on Fri, 11 Oct 2002 16:03:00 GMT

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Also, where can i find (in leveledit) the augmented health/armour spawners?

Subject: AircraftKiller!

Posted by [Anonymous](#) on Fri, 11 Oct 2002 16:07:00 GMT

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OMG (is that correct ACK ?) I actually agree with ACK on something . . .

Subject: AircraftKiller!

Posted by [Anonymous](#) on Fri, 11 Oct 2002 16:15:00 GMT

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quote:Originally posted by DeafWasp: Also, where can i find (in leveledit) the augmented health/armour spawners? Objects > Powerups > Somewhere in there.

Subject: AircraftKiller!

Posted by [Anonymous](#) on Fri, 11 Oct 2002 16:15:00 GMT

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I never said it was hard. I just wanted to use the same stuff. I dont know where to find

everything.Now I do.

Subject: AircraftKiller!

Posted by [Anonymous](#) on Fri, 11 Oct 2002 16:20:00 GMT

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Lemme ask, do you know, There is a land mine zone. It pops up in level edit, but do the land mine zones work? And what of the powerups like "stealth suit" or "tiberium sheild"?do those work? [October 11, 2002, 21:57: Message edited by: DeafWasp]

Subject: AircraftKiller!

Posted by [Anonymous](#) on Fri, 11 Oct 2002 16:23:00 GMT

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I cant tell yet, but be nice to me, im not noob, im just still learning.

Subject: AircraftKiller!

Posted by [Anonymous](#) on Fri, 11 Oct 2002 16:37:00 GMT

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anybody see any problem with shrinking the airstrip?

Subject: AircraftKiller!

Posted by [Anonymous](#) on Fri, 11 Oct 2002 17:50:00 GMT

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I tried shrinking the airstrip once, but i couldnt get rid of the light animation. Anyone know how?

Subject: AircraftKiller!

Posted by [Anonymous](#) on Fri, 11 Oct 2002 21:51:00 GMT

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can I find hedge hogs in leveledit?

Subject: AircraftKiller!

Posted by [Anonymous](#) on Fri, 11 Oct 2002 21:58:00 GMT

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quote:Originally posted by DeafWasp:Lemme ask, do you know, There is a land mine zone. It

pops up in level edit, but do the land mine zones work? And what of the powerups like "stealth suit" or "tiberium sheild"?do those work?

Subject: AircraftKiller!

Posted by [Anonymous](#) on Fri, 11 Oct 2002 22:10:00 GMT

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quote:Originally posted by DeafWasp:Lemme ask, do you know, There is a land mine zone. It pops up in level edit, but do the land mine zones work? And what of the powerups like "stealth suit" or "tiberium sheild"?do those work?Nope, None of them work, it kinda sucks

Subject: AircraftKiller!

Posted by [Anonymous](#) on Sat, 12 Oct 2002 11:32:00 GMT

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Subject: AircraftKiller!

Posted by [Anonymous](#) on Sat, 12 Oct 2002 12:34:00 GMT

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not even the minefeild box?

Subject: AircraftKiller!

Posted by [Anonymous](#) on Sat, 12 Oct 2002 18:36:00 GMT

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Hey, putting elevators in my map in leveledit, is all i have to do is place them?

Subject: AircraftKiller!

Posted by [Anonymous](#) on Sat, 12 Oct 2002 20:26:00 GMT

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That are all you have to do.
