Subject: Tinkering with Emitters...
Posted by totalhavok on Wed, 11 Oct 2006 18:54:04 GMT
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Ok 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????

Subject: Re: Tinkering with Emitters...
Posted by totalhavok on Thu, 12 Oct 2006 14:51:27 GMT
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Ok the Tiberium mist emitter is a Dummy Object, where as the Signal Flare is a Simple Object,

The tib mist emitter only shows a mist, where as the Signal flare has other animation to it- the small flame at it's base.

Is it the diference between Dummy and Simple object, or is it the extra animation for the Flare that is causing the problem??

I tried to change the tib emmiter to look like a signal flare, and it kind of looks right, but there is no flame at it's base and the smoke wanders to far from the sides (looks more like a smoke bomb then a flare)

How do I just change the color of the Gold flare so it looks right and won't crash LE?

Subject: Re: Tinkering with Emitters...
Posted by CodedRiceCracker on Thu, 12 Oct 2006 19:51:31 GMT
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I never really paid attention to them, but here is what i think:

You need to copy the signal flare file (the aggregate i think, the one that keeps things together). Thit gives you one original and one copy. Rename the copy to something with the same ammount of character as the original.
(Now for the crappy part, becasue the old name is still baked into the file, wich causes ren to crash.)
Grab an hex editor, open the copy with it, and use the replace tool to replace the old filename (without the.w3d part) with your new one. Than save your file, and if my idea is sort of right, it should work. If not, sorry, im to lazy to try it out myself.

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edit: in your new copied file, also make sure to hexedit the name of the old emitter to your new one.

edit: if none of this made sense   sowwy

Subject: Re: Tinkering with Emitters...
Posted by R315r4z0r on Thu, 12 Oct 2006 20:10:55 GMT

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.

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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.