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Subject: what is this?

Posted by [Poskov](#) on Tue, 06 May 2008 22:07:32 GMT

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a tab in an object preset is called: Dependencies  
what does this do?

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Subject: Re: what is this?

Posted by [reborn](#) on Wed, 07 May 2008 06:34:10 GMT

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It's for setting up things like, you can't buy x if y doesn't exist. Normally where x is a preset and y is a building.

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Subject: Re: what is this?

Posted by [Poskov](#) on Wed, 07 May 2008 12:40:52 GMT

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I see that the ob has various items in its dependencies tab. they all seem to be related to its charging effects. is it possible to use dependencies to make a weapon have a charging effect?

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Subject: Re: what is this?

Posted by [jonwil](#) on Wed, 07 May 2008 13:17:47 GMT

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The dependencies tab tells the level editor and game about any assets (w3d files, sounds etc) that an object requires.

It is only used to aid in building the game when you export to a mix or pkg and possibly on game load (i.e. so that leveledit knows what assets need to go into the output file and so that the game knows what assets to load)

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Subject: Re: what is this?

Posted by [The Executor](#) on Wed, 07 May 2008 17:04:13 GMT

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Why don't you search it next time you lamo!

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Subject: Re: what is this?

Posted by [Ghostshaw](#) on Wed, 07 May 2008 17:06:58 GMT

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Don't post here if you don't have anything usefull to say....

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