Subject: Need help with leveledit
Posted by Di3HardNL on Wed, 08 Oct 2008 17:16:22 GMT

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Yo, I want to change the bullet explosion for the Apache. but there is only a short list of explosions you can change it to.

I have my own emitter which i want to add to it. but i don't know how.

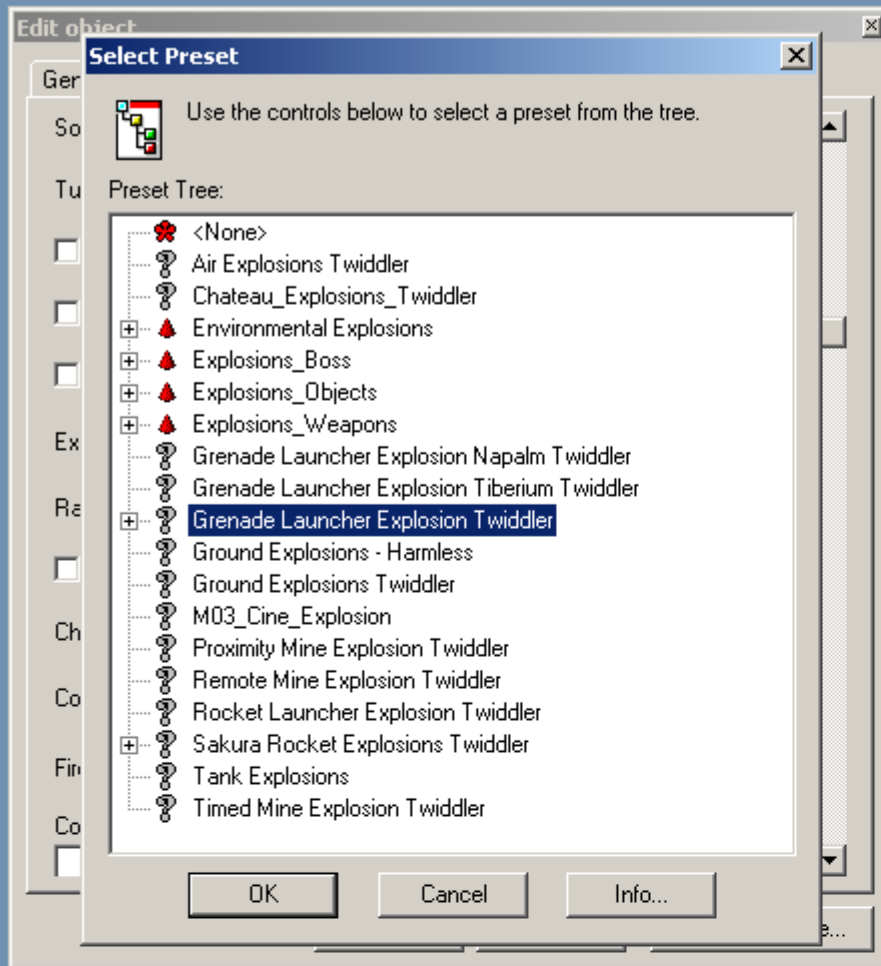I have tried adding it trough depencies, but what would be the next step?
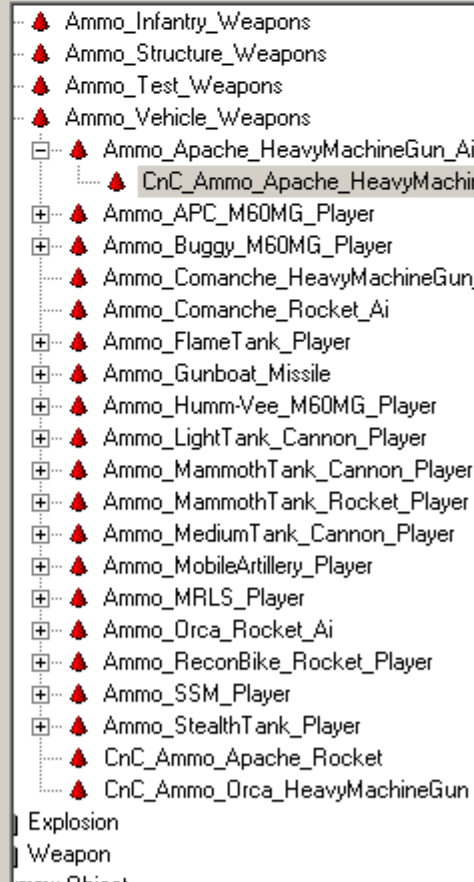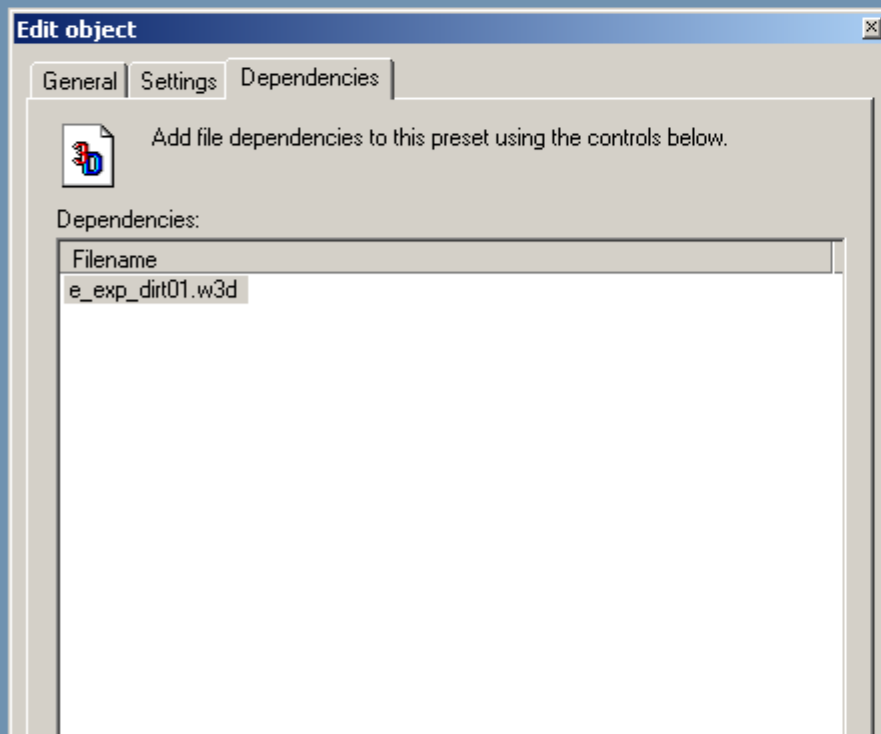
Look at my screen shot so you see what i mean.
Thx

File Attachments
1) Screenshot.PNG, downloaded 163 times

1

Select Preset   ✕

Use the controls below to select a preset from the tree.

Preset Tree:

- ✿ <None>
- ? Air Explosions Twiddler
- ? Chateau_Explosions_Twiddler
- ⊞ ♠ Environmental Explosions
- ⊞ ♠ Explosions_Boss
- ⊞ ♠ Explosions_Objects
- ⊞ ♠ Explosions_Weapons
- ? Grenade Launcher Explosion Napalm Twiddler
- ? Grenade Launcher Explosion Tiberium Twiddler
- ⊞ ? **Grenade Launcher Explosion Twiddler**
- ? Ground Explosions - Harmless
- ? Ground Explosions Twiddler
- ? M03_Cine_Explosion
- ? Proximity Mine Explosion Twiddler
- ? Remote Mine Explosion Twiddler
- ? Rocket Launcher Explosion Twiddler
- ⊞ ? Sakura Rocket Explosions Twiddler
- ? Tank Explosions
- ? Timed Mine Explosion Twiddler

[OK]   [Cancel]   [Info...]

- ♠ Ammo_Structure_Weapons
- ♠ Ammo_Test_Weapons
- ♠ Ammo_Vehicle_Weapons
- ⊟ ♠ Ammo_Apache_HeavyMachineGun_Ai
  - ♠ CnC_Ammo_Apache_HeavyMachi
- ⊞ ♠ Ammo_APC_M60MG_Player
- ⊞ ♠ Ammo_Buggy_M60MG_Player
- ♠ Ammo_Comanche_HeavyMachineGun
- ♠ Ammo_Comanche_Rocket_Ai
- ⊞ ♠ Ammo_FlameTank_Player
- ⊞ ♠ Ammo_Gunboat_Missile
- ⊞ ♠ Ammo_Humm-Vee_M60MG_Player
- ⊞ ♠ Ammo_LightTank_Cannon_Player
- ⊞ ♠ Ammo_MammothTank_Cannon_Player
- ⊞ ♠ Ammo_MammothTank_Rocket_Player
- ⊞ ♠ Ammo_MediumTank_Cannon_Player
- ⊞ ♠ Ammo_MobileArtillery_Player
- ⊞ ♠ Ammo_MRLS_Player
- ⊞ ♠ Ammo_Orca_Rocket_Ai
- ⊞ ♠ Ammo_ReconBike_Rocket_Player
- ⊞ ♠ Ammo_SSM_Player
- ⊞ ♠ Ammo_StealthTank_Player
- ♠ CnC_Ammo_Apache_Rocket
- ♠ CnC_Ammo_Orca_HeavyMachineGun

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2

Edit object   ✕

| General | Settings | Dependencies |

Add file dependencies to this preset using the controls below.

Dependencies:

Filename
e_exp_dirt01.w3d

- ♠ Ammo_Infantry_Weapons
- ♠ Ammo_Structure_Weapons
- ♠ Ammo_Test_Weapons
- ♠ Ammo_Vehicle_Weapons
- ⊟ ♠ Ammo_Apache_HeavyMachineGun_Ai
  - ♠ CnC_Ammo_Apache_HeavyMachi
- ⊞ ♠ Ammo_APC_M60MG_Player
- ⊞ ♠ Ammo_Buggy_M60MG_Player
- ♠ Ammo_Comanche_HeavyMachineGun
- ♠ Ammo_Comanche_Rocket_Ai
- ⊞ ♠ Ammo_FlameTank_Player
- ⊞ ♠ Ammo_Gunboat_Missile
- ⊞ ♠ Ammo_Humm-Vee_M60MG_Player
- ⊞ ♠ Ammo_LightTank_Cannon_Player
- ⊞ ♠ Ammo_MammothTank_Cannon_Player
- ⊞ ♠ Ammo_MammothTank_Rocket_Player
- ⊞ ♠ Ammo_MediumTank_Cannon_Player
- ⊞ ♠ Ammo_MobileArtillery_Player
- ⊞ ♠ Ammo_MRLS_Player
- ⊞ ♠ Ammo_Orca_Rocket_Ai
- ⊞ ♠ Ammo_ReconBike_Rocket_Player
- ⊞ ♠ Ammo_SSM_Player
- ⊞ ♠ Ammo_StealthTank_Player
- ♠ CnC_Ammo_Apache_Rocket
- ♠ CnC_Ammo_Orca_HeavyMachineGun

Explosion
Weapon

Subject: Re: Need help with leveledit
Posted by Omar007 on Wed, 08 Oct 2008 20:22:13 GMT
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If it's for a MIX map you should TEMP it to the presets in LE

If it is a ModPackage (PKG) you could ADD it to the presets in LE

I'll give you detail on that if you need later. Don't have time now

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