
Subject: People not seeing nuke , or ion explosion, and custom hud stuff

Posted by [Distrbd21](#) on Mon, 02 Mar 2009 06:01:11 GMT

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I have edited C&C_Canyon and i'm trying to make it so when you die u explosion, but my friend says he don't see it but i do????

also how do i make the custom map overview hud work for a map like if i took Canyon and made it Canyon1.mix how would i get my hud to pick up that its canyon?

Subject: Re: People not seeing nuke , or ion explosion, and custom hud stuff

Posted by [Lone0001](#) on Mon, 02 Mar 2009 07:00:40 GMT

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Quote:also how do i make the custom map overview hud work for a map like if i took Canyon and made it Canyon1.mix how would i get my hud to pick up that its canyon?

Rename C&C_Canyon.ini to C&C_Canyon2.ini?

Subject: Re: People not seeing nuke , or ion explosion, and custom hud stuff

Posted by [Jerad2142](#) on Mon, 02 Mar 2009 14:51:16 GMT

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The nuke explosion effect isn't actually attached to the explosion preset itself (same for the Ion as well I'd assume), its actually fired from the beacon as a post cinematic animation I do believe.

Subject: Re: People not seeing nuke , or ion explosion, and custom hud stuff

Posted by [ErroR](#) on Mon, 02 Mar 2009 14:56:51 GMT

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yes it is. It takes some time and the beacon itself explodes

Subject: Re: People not seeing nuke , or ion explosion, and custom hud stuff

Posted by [Jerad2142](#) on Mon, 02 Mar 2009 15:06:28 GMT

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ErroR wrote on Mon, 02 March 2009 07:56yes it is. It takes some time and the beacon itself explodes

But the graphic effect isn't part of the explosion, it just has a shiny white glow that appears in the air if you use the explosion preset all by itself.

Subject: Re: People not seeing nuke , or ion explosion, and custom hud stuff
Posted by [ErroR](#) on Mon, 02 Mar 2009 15:42:42 GMT
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yeah

Subject: Re: People not seeing nuke , or ion explosion, and custom hud stuff
Posted by [Distrbd21](#) on Tue, 03 Mar 2009 01:06:47 GMT
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so how would i get it so when u die ppl see the explosion?

Subject: Re: People not seeing nuke , or ion explosion, and custom hud stuff
Posted by [Genesis2001](#) on Tue, 03 Mar 2009 01:11:46 GMT
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```
Attach_Script_Once(obj, "JFW_Blow_Up_On_Death", "Explosion_IonCannonBeacon");
```

Subject: Re: People not seeing nuke , or ion explosion, and custom hud stuff
Posted by [Distrbd21](#) on Tue, 03 Mar 2009 01:45:05 GMT
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Zack wrote on Mon, 02 March 2009 19:11Attach_Script_Once(obj, "JFW_Blow_Up_On_Death",
"Explosion_IonCannonBeacon");
thank you your the man.

now can i temp one and have it work to? so i can make it a little bigger?

Subject: Re: People not seeing nuke , or ion explosion, and custom hud stuff
Posted by [Genesis2001](#) on Tue, 03 Mar 2009 15:01:13 GMT
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No.

Just attach the script with the explosion preset as the parameter...
