Subject: How do i make a warhead

Posted by cpjok on Tue, 01 Jul 2008 20:31:23 GMT

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ok how do i make a warhead like on reborns they have DeployWH and ReDepWH

and all normal ones are like

steel steel\_nobuildings Laser Laser nobuildings

anyway anyone know how i can make my own warhead for a map in LE

Subject: Re: How do i make a warhead

Posted by cnc95fan on Tue, 01 Jul 2008 20:38:46 GMT

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What? A warhead is a weapon.

Subject: Re: How do i make a warhead

Posted by Gen\_Blacky on Tue, 01 Jul 2008 20:52:26 GMT

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hes talking about a nuke a believe

Subject: Re: How do i make a warhead

Posted by cpjok on Tue, 01 Jul 2008 21:06:20 GMT

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its a warhead like what sort of bullet your weapon is in ammo

steel

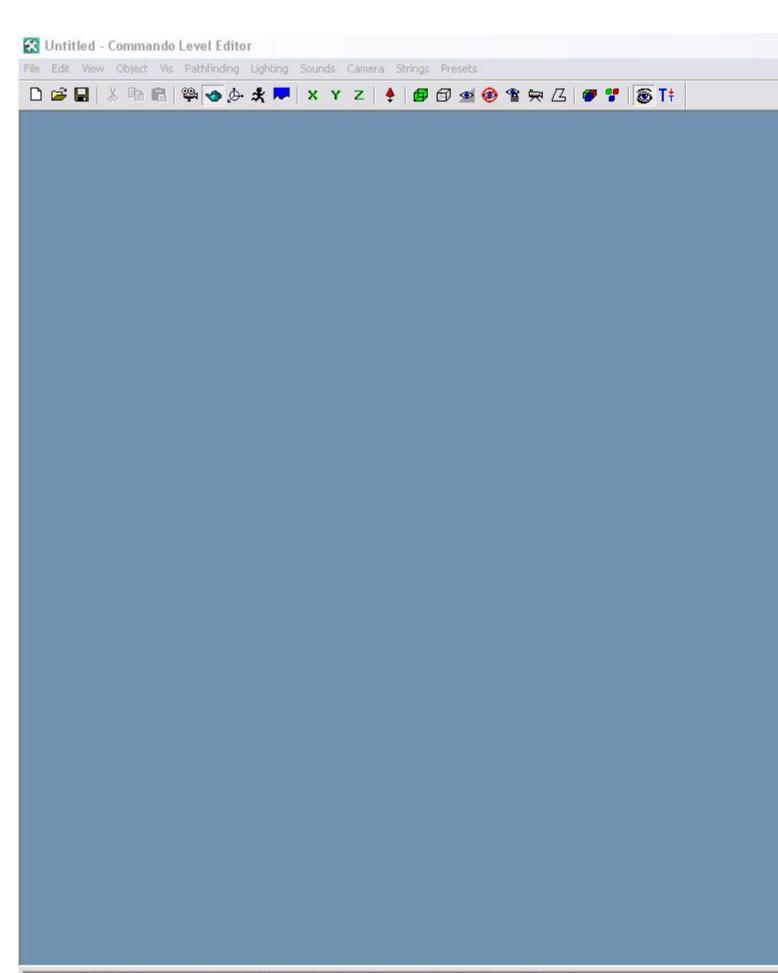
shell

laser

the bit marked in red

## File Attachments

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Subject: Re: How do i make a warhead

Posted by SSnipe on Tue, 01 Jul 2008 21:10:59 GMT

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inst that the hit? like when its set to something when it hits makes what ever the warhead is?

like the tib warhead when it hits wall makes tib spray come out a little or lazer makes fire when hit something

Subject: Re: How do i make a warhead

Posted by cpjok on Tue, 01 Jul 2008 21:34:04 GMT

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pritty mutch yes

EDIT: its pritty mutch different types of strength cos shell strength is what vehicles use and steel strength is what charectors use thats why there aint good against vehicles

Subject: Re: How do i make a warhead

Posted by Ghostshaw on Tue, 01 Jul 2008 21:43:01 GMT

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Its got nothing to do with strength. It affects what armor ini multipliers are applied, and thats about it.

Subject: Re: How do i make a warhead

Posted by cpjok on Tue, 01 Jul 2008 22:15:47 GMT

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thanx GhostShaw i know how to add and edit them now