Subject: Boss settings
Posted by ErroR on Mon, 08 Dec 2008 20:37:00 GMT
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Is there any way to enable boss settings on an soldier? i see u can edit and even use only the Sakura helicopter boss, it has many different usefull settings acording to the type (helicopter,bike,turret,tank etc) like squish veocity.. u can't move it to another folder tho. i'm a bit sleepy now so i can't explain properly
I edited sakura cuz it was easy and boring to kill her and the agt hmg + mlrs rokets gave me a hard time
will edit and post vid
one more very cool thing is that it has opanable missle launchers that can be destroyed, edited. is this possible in game somehow ?

Subject: Re: Boss settings
Posted by Canadacdn on Wed, 10 Dec 2008 05:47:18 GMT
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I don't think so. Boss settings are preset-specific and only the Sakura boss preset can be edited. My guess is that Westwood removed some of the other boss settings for the public version of LevelEdit due to instability or something like that.

Subject: Re: Boss settings
Posted by Ethenal on Wed, 10 Dec 2008 07:13:51 GMT
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Canadacdn wrote on Tue, 09 December 2008 23:47I don't think so. Boss settings are preset-specific and only the Sakura boss preset can be edited. My guess is that Westwood removed some of the other boss settings for the public version of LevelEdit due to instability or something like that.
As if it isn't unstable anyway...

Subject: Re: Boss settings
Posted by Canadacdn on Wed, 10 Dec 2008 21:23:02 GMT
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Ethenal wrote on Wed, 10 December 2008 02:13Canadacdn wrote on Tue, 09 December 2008 23:47I don't think so. Boss settings are preset-specific and only the Sakura boss preset can be edited. My guess is that Westwood removed some of the other boss settings for the public version of LevelEdit due to instability or something like that.
As if it isn't unstable anyway...

Well, I mean in terms of multiplayer gameplay. Raveshaw and Mendoza don't work properly in multiplayer and maybe WW saw no point to including them.

Subject: Re: Boss settings
Posted by Ethenal on Thu, 11 Dec 2008 02:05:53 GMT
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Canadacdn wrote on Wed, 10 December 2008 15:23Ethenal wrote on Wed, 10 December 2008 02:13Canadacdn wrote on Tue, 09 December 2008 23:47I don't think so. Boss settings are preset-specific and only the Sakura boss preset can be edited. My guess is that Westwood removed some of the other boss settings for the public version of LevelEdit due to instability or something like that.
As if it isn't unstable anyway...

Well, I mean in terms of multiplayer gameplay. Raveshaw and Mendoza don't work properly in multiplayer and maybe WW saw no point to including them.
Ohh, I see.

Subject: Re: Boss settings
Posted by ErroR on Thu, 11 Dec 2008 20:44:37 GMT
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changing the sakura's w3d makes it not fire   altho changing characteristics works great (i really love the fact that the roket launchers can be shot and destroyed) if only some stuff from bosses would go into normal ren

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Subject: Re: Boss settings
Posted by ErroR on Thu, 11 Dec 2008 20:47:39 GMT
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changing the sakura's w3d makes it not fire   altho changing characteristics works great (i really love the fact that the roket launchers can be shot and destroyed) if only some stuff from bosses would go into normal ren