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Subject: Nuke

Posted by [ErroR](#) on Wed, 04 Mar 2009 13:09:05 GMT

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How do i replace the nuke? i don't understand.. i made the animation and replaced nuke\_missile.w3d but ingame it's the same. even xg\_<nukesomething>.w3d shows my nuke..

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Subject: Re: Nuke

Posted by [Jerad2142](#) on Wed, 04 Mar 2009 14:33:45 GMT

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ErroR wrote on Wed, 04 March 2009 06:09How do i replace the nuke? i don't understand.. i made the animation and replaced nuke\_missile.w3d but ingame it's the same. even xg\_<nukesomething>.w3d shows my nuke..

When it comes to replacing the nuke you have to make sure that your not just replacing the nuke down animation. If its not showing ANY nuke then you probably need to make sure your nuke has the same bones as the original, as I'm pretty sure that the original nuke has a separate animation, and if not I'd have to look into this more my self.

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Subject: Re: Nuke

Posted by [rrutk](#) on Wed, 04 Mar 2009 22:34:45 GMT

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the nuke explosion consists of the exlosion itself, the pre-cinematic-animation and the post-cinematic animation.

Just follow in Leveledit the logical sequence from the purchase of the beacon to the explosion itself over all the steps to understand the way it works.

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Subject: Re: Nuke

Posted by [Jerad2142](#) on Wed, 04 Mar 2009 22:36:08 GMT

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rrutk wrote on Wed, 04 March 2009 15:34the nuke explosion consists of the exlosion itself, the pre-cinematic-animation and the post-cinematic animation.

\*facepalms and gets a pic to upload\*

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Subject: Re: Nuke

Posted by [ErroR](#) on Wed, 04 Mar 2009 22:37:22 GMT

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well, i didn't mean explosion, i mean the actual falling rocket

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Subject: Re: Nuke

Posted by [rrutk](#) on Wed, 04 Mar 2009 22:37:58 GMT

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Jerad Gray wrote on Wed, 04 March 2009 16:36rrutk wrote on Wed, 04 March 2009 15:34the nuke explosion consists of the explosion itself, the pre-cinematic-animation and the post-cinematic animation.

\*facepalms and gets a pic to upload\*

sorry, dont understand this.

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Subject: Re: Nuke

Posted by [rrutk](#) on Wed, 04 Mar 2009 22:39:43 GMT

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ErroR wrote on Wed, 04 March 2009 16:37well, i didn't mean explosion, i mean the actual falling rocket

not sure, but I guess, it's a boned cinematic animation, may be the pre-cinematic.  
so jerad is right about the bone names.

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Subject: Re: Nuke

Posted by [Jerad2142](#) on Wed, 04 Mar 2009 22:49:56 GMT

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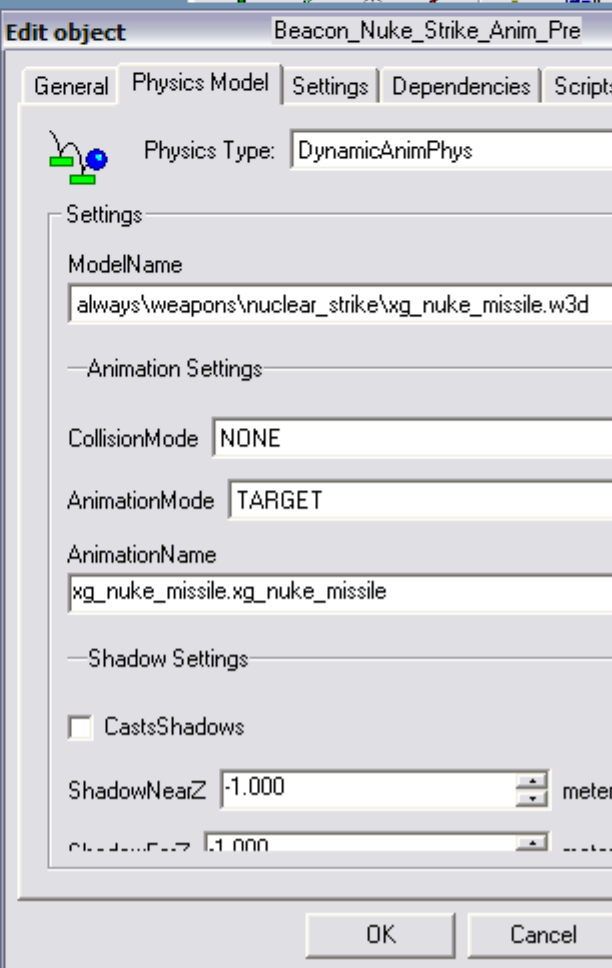
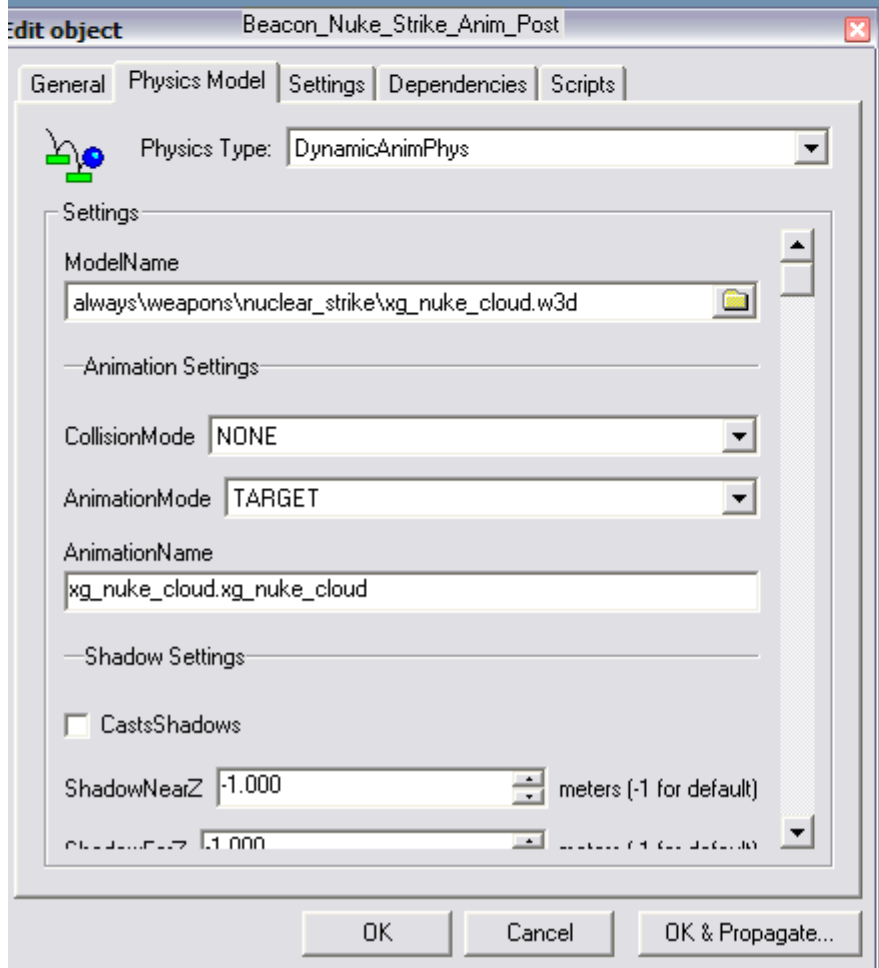
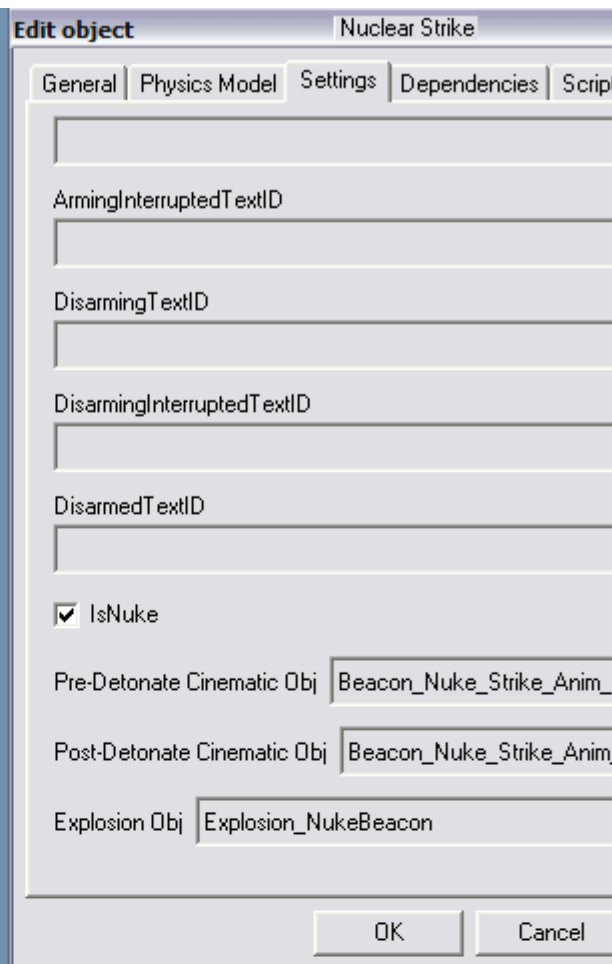
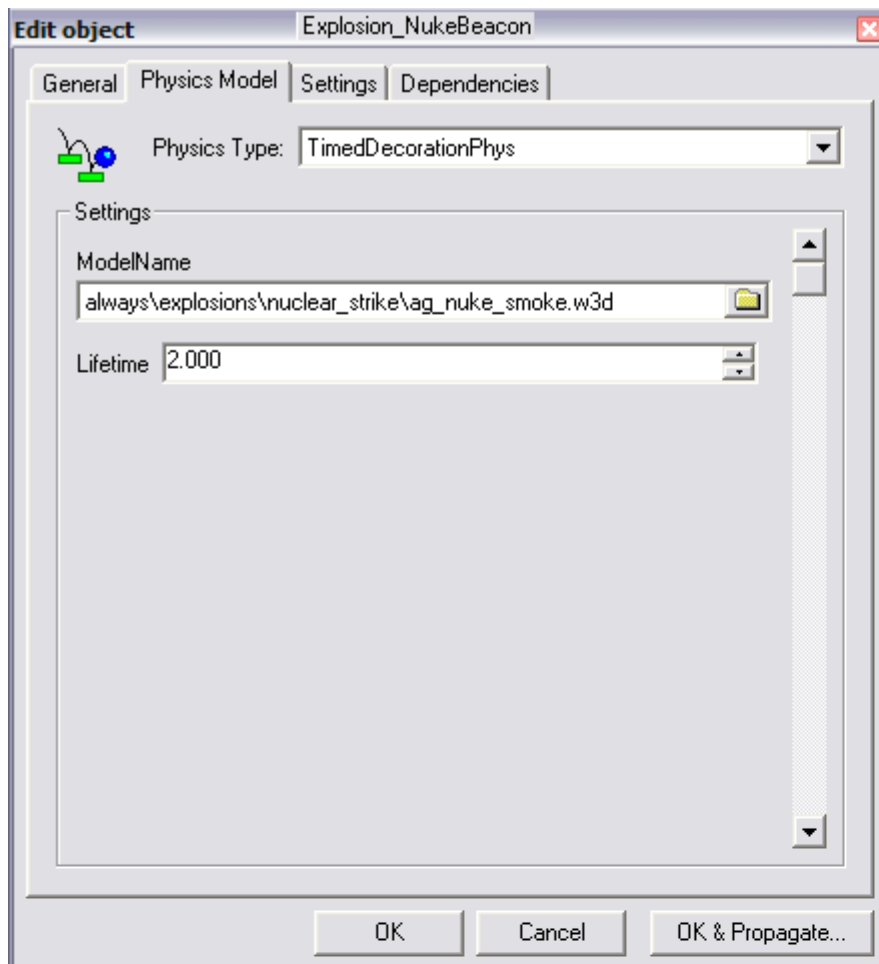
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There we go, no more confusion

#### File Attachments

1) [nuke.png](#), downloaded 428 times

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Subject: Re: Nuke  
Posted by [ErroR](#) on Wed, 04 Mar 2009 22:58:18 GMT  
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yay i replaced xg\_nuke\_missile.w3d and it works! thanks Jerad

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Subject: Re: Nuke  
Posted by [Jerad2142](#) on Wed, 04 Mar 2009 23:52:20 GMT  
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ErroR wrote on Wed, 04 March 2009 15:58yay i replaced xg\_nuke\_missile.w3d and it works!  
thanks Jerad  
Good to hear

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