
Subject: Drop Beacon Tutorial

Posted by [The Party](#) on Wed, 06 May 2009 14:08:30 GMT

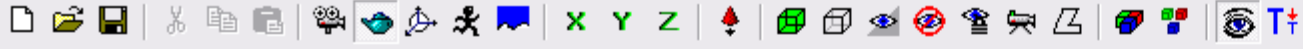
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Well here it is...

I would have added a spoiler but, the pictures did not work in them.

File Attachments

1) [1.PNG](#), downloaded 540 times



Expand the tree as shown and click on "Modify" on that preset there 'CnC_Beacon_NukeStrike'

Since I am doing this tutorial for Nod I am using this preset.

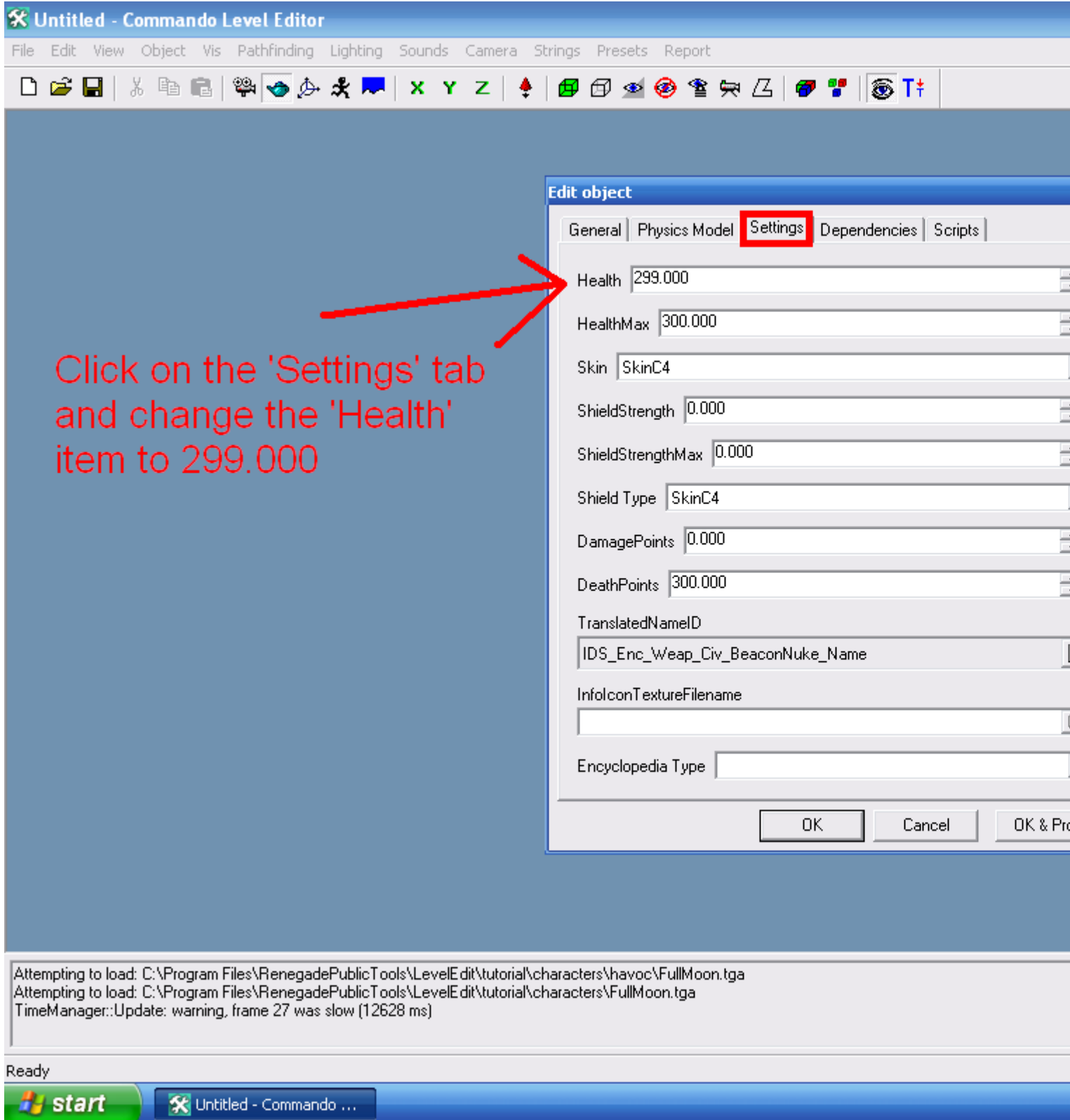
However if you would like this for GDI then expand the tree named 'Ion Cannon' and Modify the 'CnC_IONCannon_Strike' or something like that.

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\tutorial\characters\havoc\FullMoon.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\tutorial\characters\FullMoon.tga
TimeManager::Update: warning, frame 91 was slow (8752 ms)

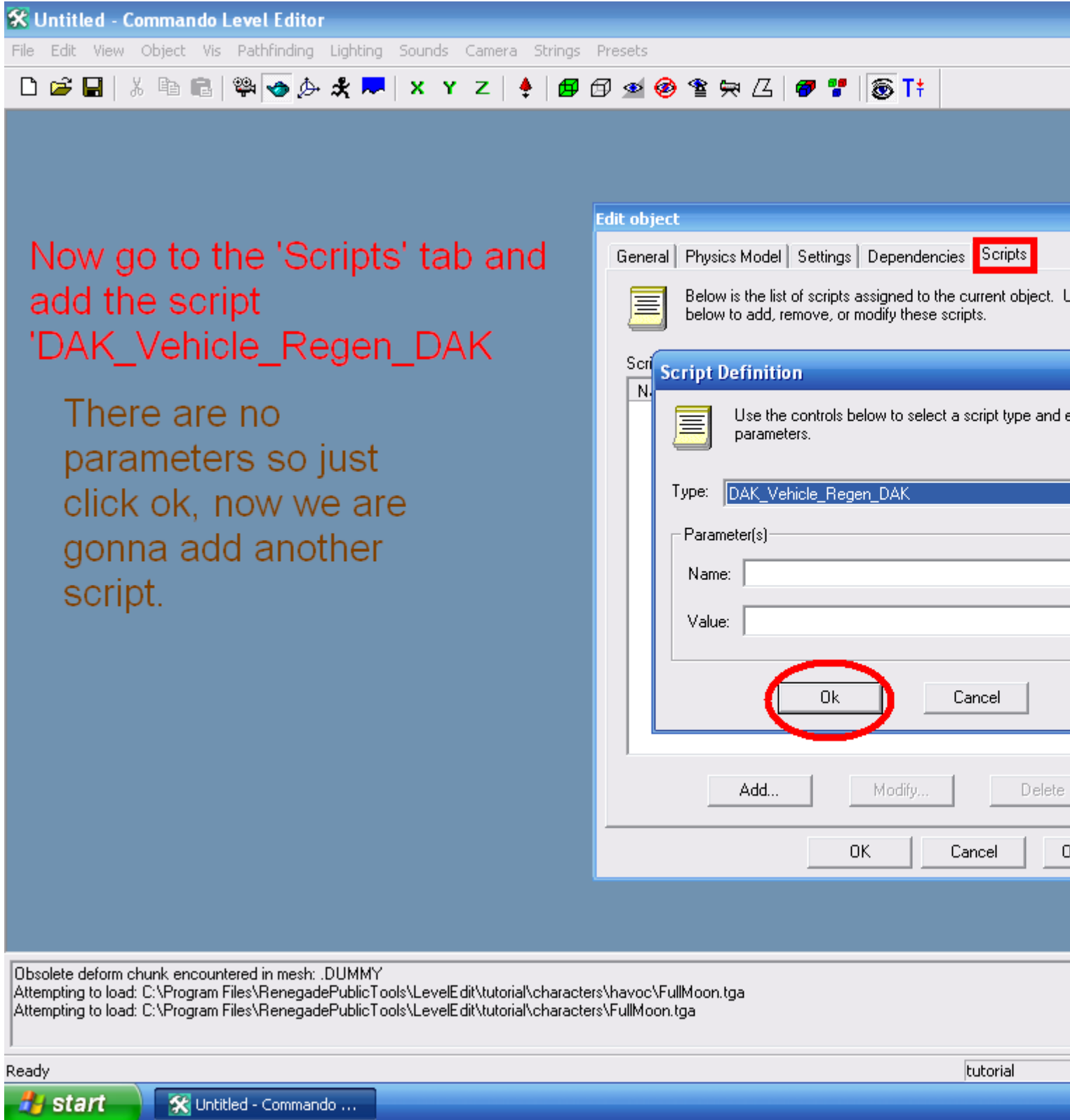
Ready



2) [2.PNG](#), downloaded 519 times



3) 3.PNG, downloaded 537 times



4) [4.PNG](#), downloaded 518 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets

Now add the script 'TFX_Replace_When_Repaired'

Set the preset name to the item that you want to make (must be the exact name)

The DropHeight depends on the object I would recommend for something like a vehicle to be about 15 and for infantry to be about 8

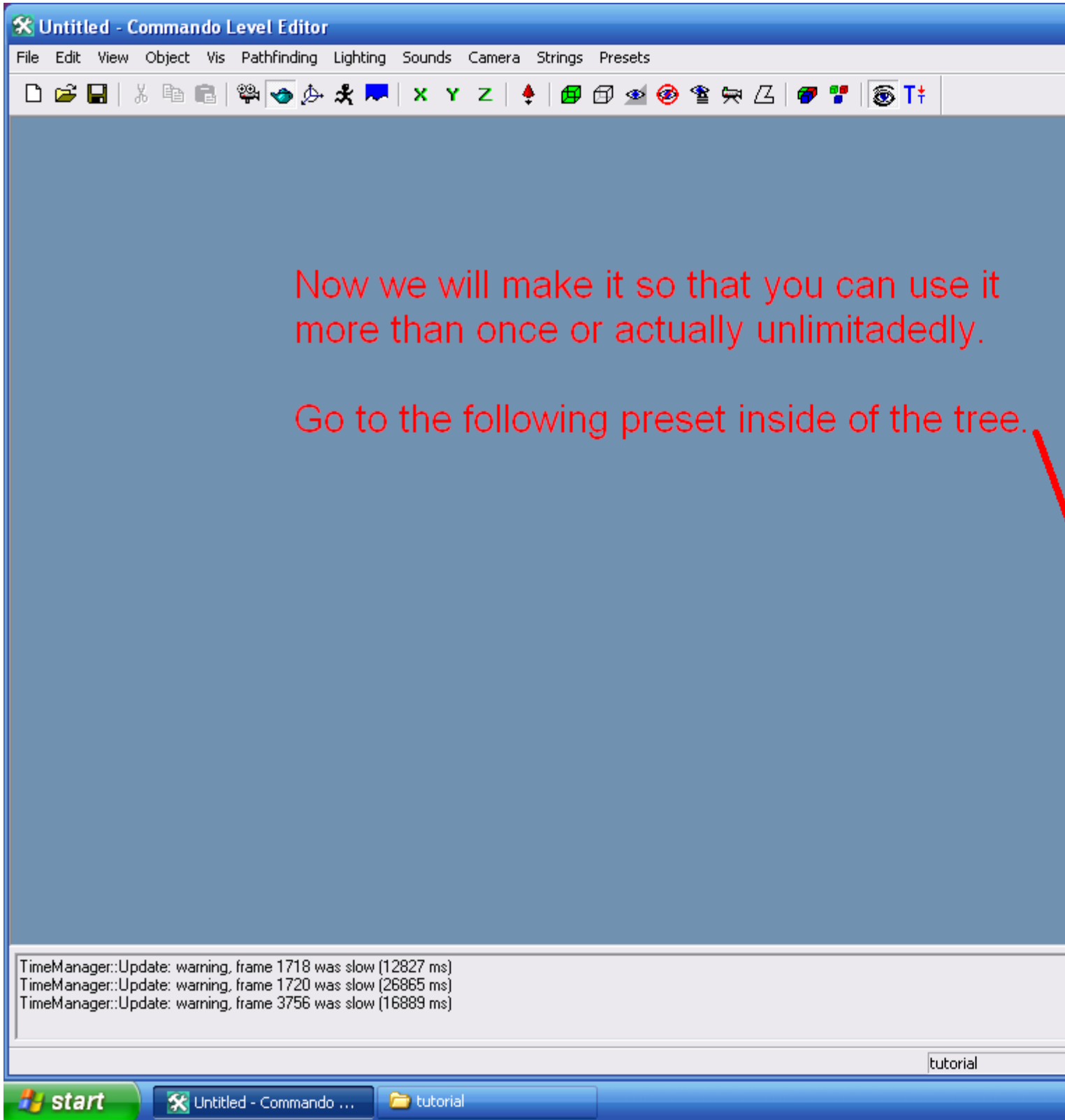
The Health and Armor percent must be the same #'s as the object you are making.

I am making this to spawn will fill in the correct #'s for

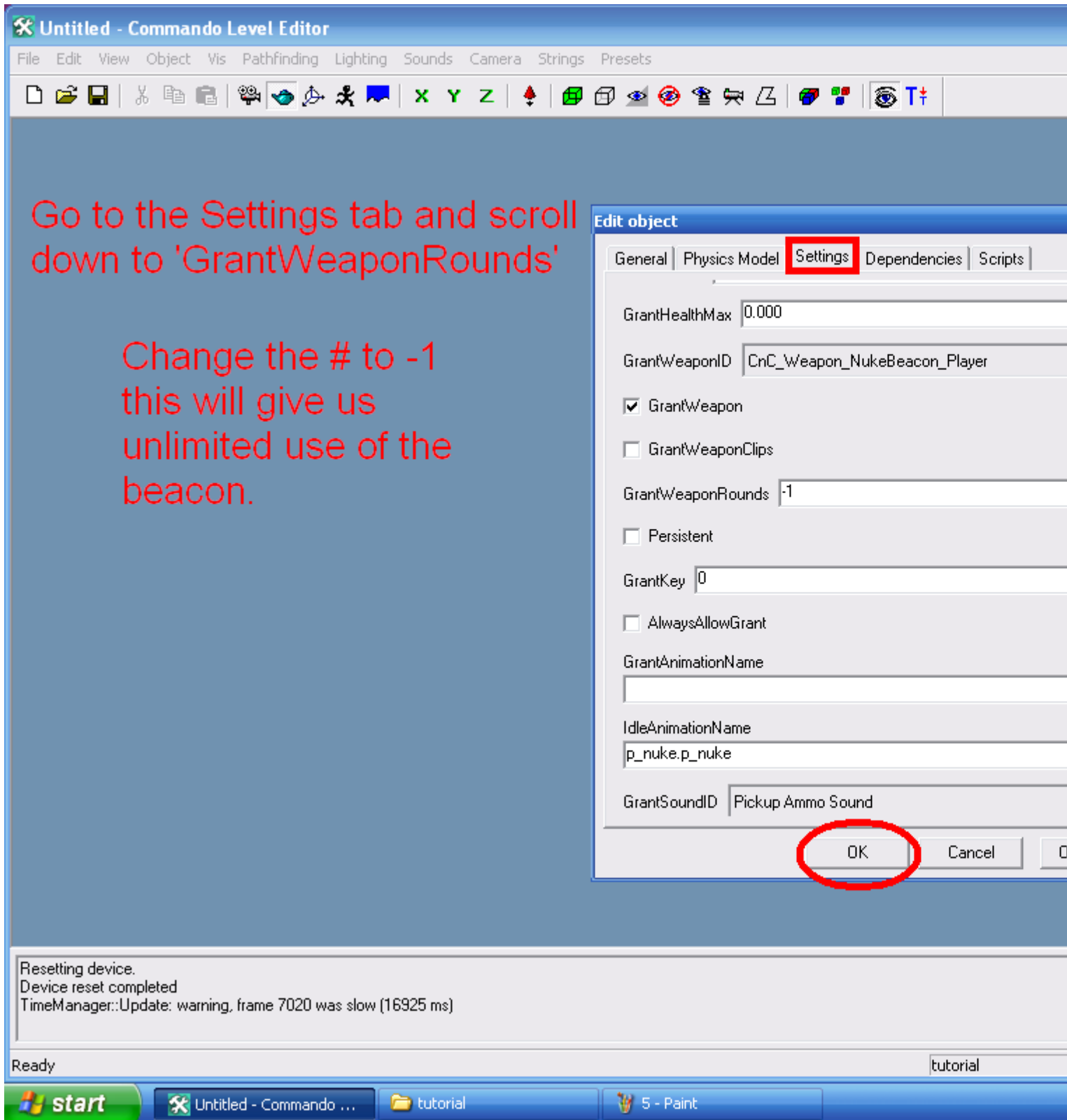
TimeManager::Update: warning, frame 1570 was slow (9475 ms)
 TimeManager::Update: warning, frame 1651 was slow (6534 ms)
 TimeManager::Update: warning, frame 1652 was slow (30065 ms)

Ready tutorial

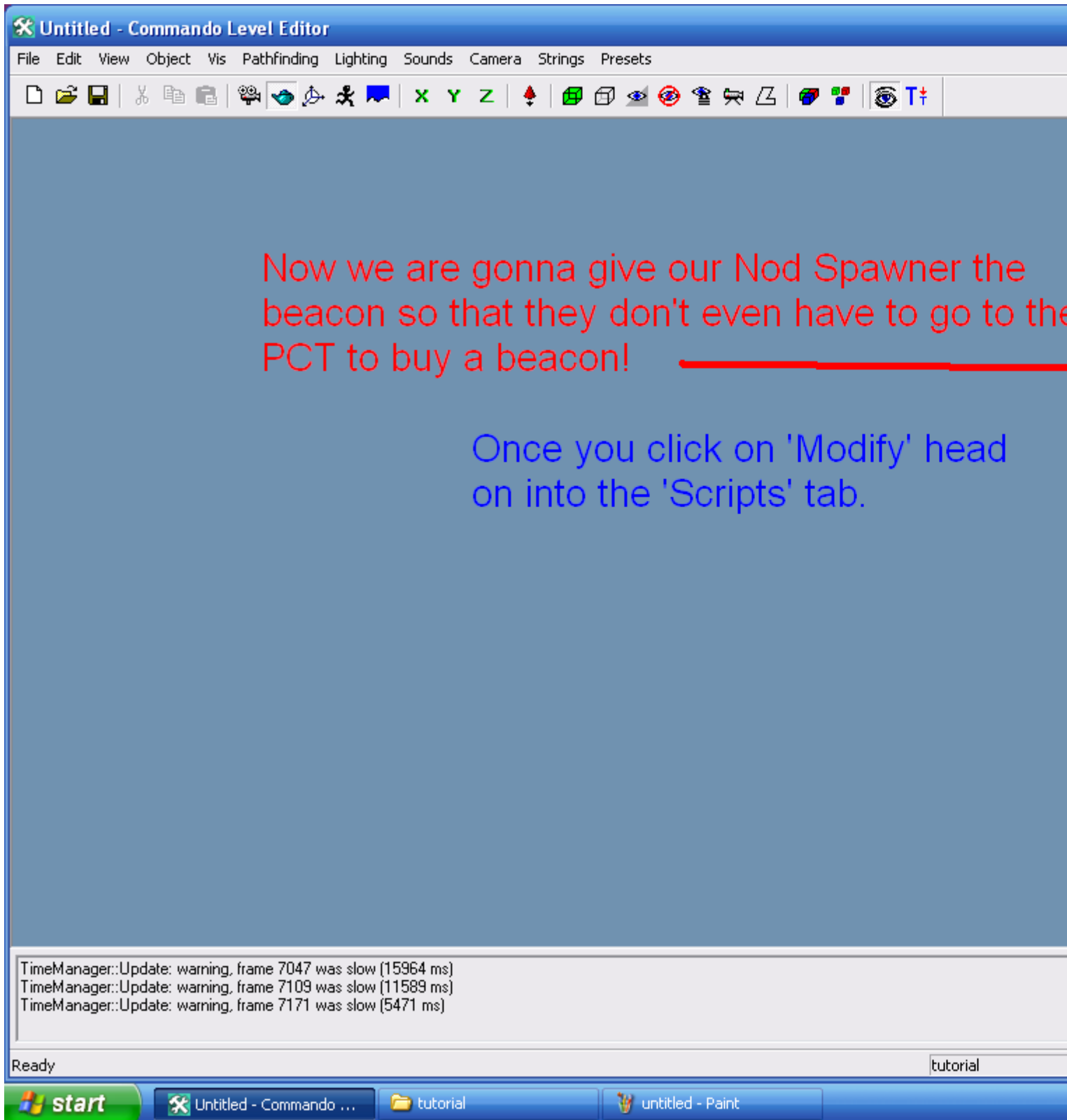
5) 5.PNG, downloaded 508 times



6) [6.PNG](#), downloaded 532 times

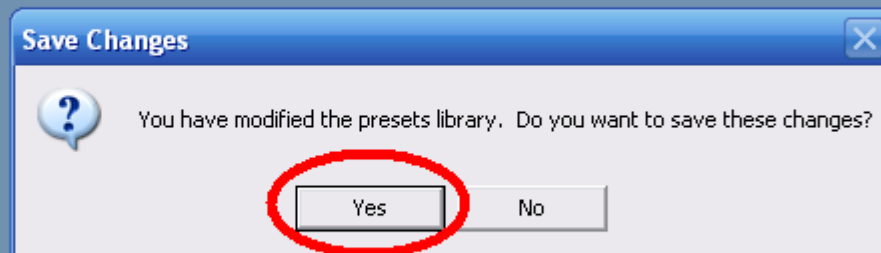


7) 7.PNG, downloaded 512 times

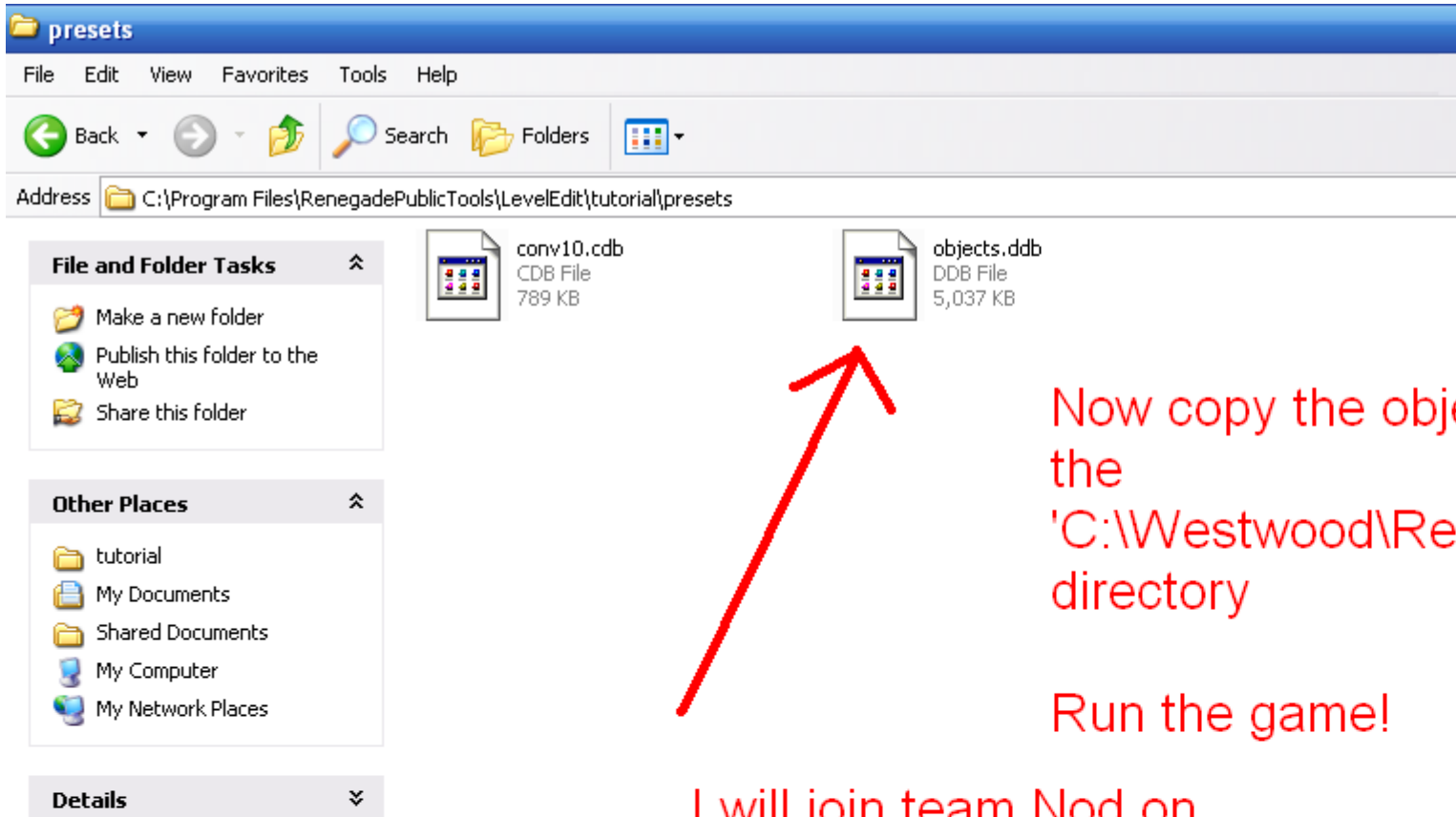


8) 8.PNG, downloaded 520 times

Click Yes and give a min to save don't rush or it will freeze and break and it will be all your fault! :<



10) [10.PNG](#), downloaded 529 times



Now copy the obj
the
'C:\Westwood\Re
directory

Run the game!

I will join team Nod on
Multiplayer Practiece just to
show you what you have
done.



Subject: Re: Drop Beacon Tutorial
Posted by [ErroR](#) on Wed, 06 May 2009 14:26:40 GMT

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i saw reborn's tut, but it's loading HELL OF A LONG time cuz of the quality, so thanks for it

Subject: Re: Drop Beacon Tutorial
Posted by [The Party](#) on Wed, 06 May 2009 15:21:38 GMT
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Yeah I am kind of planning to remake his tutorials so becuae his video program stinks...

Subject: Re: Drop Beacon Tutorial
Posted by [Gen_Blacky](#) on Wed, 06 May 2009 17:45:40 GMT
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yea reborn already made a tut for this.

Subject: Re: Drop Beacon Tutorial
Posted by [The Party](#) on Wed, 06 May 2009 17:52:56 GMT
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ErroR wrote on Wed, 06 May 2009 09:26i saw reborn's tut, but it's loading HELL OF A LONG time cuz of the quality, so thanks for it

MasterEvolution wrote on Wed, 06 May 2009 10:21Yeah I am kind of planning to remake his tutorials so becuae his video program stinks...

Becuae it takes a long time to load for me to and people with 56K well pffff, read the posts lamo.

Subject: Re: Drop Beacon Tutorial
Posted by [Altzan](#) on Thu, 07 May 2009 14:44:55 GMT
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Not a bad tutorial.
Can make Multiplayer Practice fun, eh?
