Subject: Smoke/HE Grenades on ren engine
Posted by sla.ro(master) on Fri, 17 Jun 2011 08:53:30 GMT
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like title says, i try to place HE/Smoke grenades into renegade engine for The Third Tiberium War mod, i don't know how to make them to work like expected, i know HE is possible, but smoke i'm not sure.

if is possible, i want to know how, with script, leveleditor only or what?

Subject: Re: Smoke/HE Grenades on ren engine
Posted by Spyder on Fri, 17 Jun 2011 11:49:11 GMT
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I think that wouldn't be too difficult to achieve. You can simply make a new type of C4, so that it doesn't explode when it hits something. Then you attach a script to it, so when it collides with something it will activate/create an emmiter on the object. Then attach a timer or something so that the object disappears after e.g. 2 minutes.

A simple example of this would be a flare fired by a grenade launcher.

Subject: Re: Smoke/HE Grenades on ren engine
Posted by sla.ro(master) on Fri, 17 Jun 2011 14:24:24 GMT
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thanks, i will try.

Subject: Re: Smoke/HE Grenades on ren engine
Posted by zeratul on Fri, 17 Jun 2011 16:24:22 GMT
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Sounds fun but also like a lag fest in the tunnels when 6 of them are placed

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