Subject: Re: Help!?! Posted by Jerad2142 on Fri, 19 Jan 2007 16:08:54 GMT View Forum Message <> Reply to Message

As for the Tiberium settings you will have to modify the "surfaceeffects.ini" which will be located in the always/ini directory of you mod folder.

Quote:- Rename your server objects.aow to objects.ddb Only if you renamed it in the first place.

Quote:- Open these objects.ddb in LevelEdit It should open it automatically.

Quote:- Edit the values you want for the sniper weapon and general tiberium settings

Quote:- Save the objects.ddb file Just go and quit out of level edit, and it should ask you if you would like to save.

Quote:- Rename it back to objects.aow Only if you did step one.

Quote:- Put it back in the server data folder If its a .pkg you won't do this .

File Attachments
1) Damage.png, downloaded 280 times

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; 	ace Damage Stats									
,	What Type of damage									
[Damage_warhead] Tiberium Field=TiberiumRaw										
Tiberium Water=TiberiumRaw	Warhead to use									
Tiberium Water Permeable=TiberiumRaw Underwater Tiberium Dirt=TiberiumRaw										
Underwater inbernum Dirt=InbernumRaw										
	How much damage per									
[Damage_Rate] Tiberium Field=5.0										
Tiberium Water=5.0	<u>second to do</u>									
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	Footsteps									
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; Footstep Crouched ; Footstep Jump										
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; Cloth										
[c]oth Footstop (noushed]										
[Cloth_Footstep Crouched] Sound0=Crawl on Stone Twiddler										
Emitter0=e_rock										
[Cloth_Footstep Jump]										
[Cloth_Footstep Land]										
[Cloth_Footstep Run] Sound0=Run on Stone Twiddler										
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[Cloth_Footstep walk] Sound0=walk on Stone Twiddler										
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