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Subject: Need help with leveledit

Posted by [Di3HardNL](#) on Wed, 08 Oct 2008 17:16:22 GMT

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Yo, I want to change the bullet explosion for the Apache. but there is only a short list of explosions you can change it to.

I have my own emitter which i want to add to it. but i don't know how.

I have tried adding it trough dependencies, but what would be the next step?

Look at my screen shot so you see what i mean.

Thx

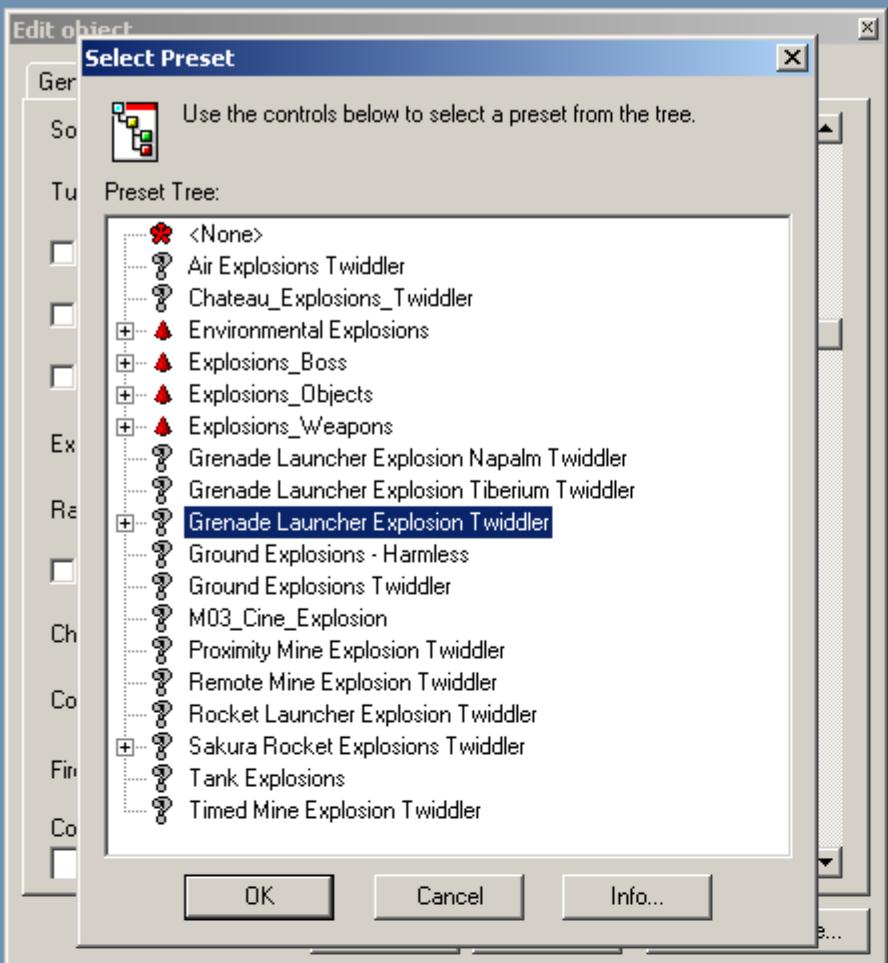
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**File Attachments**

1) [Screenshot.PNG](#), downloaded 289 times

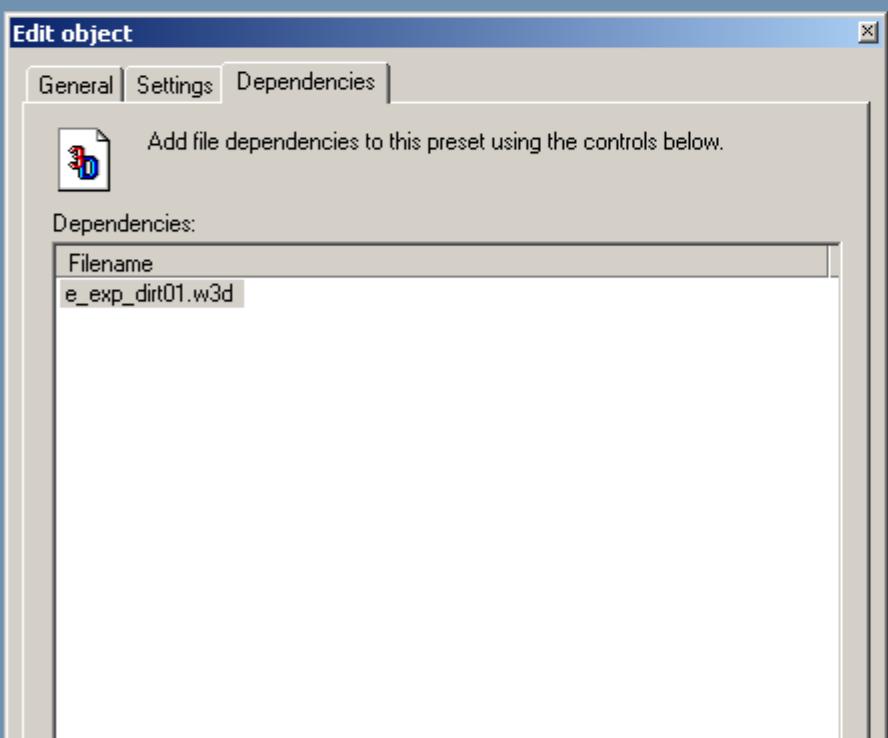
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1



Ammo\_Structure\_Weapons  
 Ammo\_Test\_Weapons  
 Ammo\_Vehicle\_Weapons  
 Ammo\_Apache\_HeavyMachineGun\_Ai  
 CnC\_Ammo\_Apache\_HeavyMachineGun  
 Ammo\_APc\_M60MG\_Player  
 Ammo\_Buggy\_M60MG\_Player  
 Ammo\_Comanche\_HeavyMachineGun  
 Ammo\_Comanche\_Rocket\_Ai  
 Ammo\_FlameTank\_Player  
 Ammo\_Gunboat\_Missile  
 Ammo\_Humm-Vee\_M60MG\_Player  
 Ammo\_LightTank\_Cannon\_Player  
 Ammo\_MammothTank\_Cannon\_Player  
 Ammo\_MammothTank\_Rocket\_Player  
 Ammo\_MediumTank\_Cannon\_Player  
 Ammo\_MobileArtillery\_Player  
 Ammo\_MRls\_Player  
 Ammo\_Orca\_Rocket\_Ai  
 Ammo\_ReconBike\_Rocket\_Player  
 Ammo\_Ssm\_Player  
 Ammo\_StealthTank\_Player  
 CnC\_Ammo\_Apache\_Rocket  
 CnC\_Ammo\_Orca\_HeavyMachineGun  
 Explosion  
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2



Ammo\_Infantry\_Weapons  
 Ammo\_Structure\_Weapons  
 Ammo\_Test\_Weapons  
 Ammo\_Vehicle\_Weapons  
 Ammo\_Apache\_HeavyMachineGun\_Ai  
 CnC\_Ammo\_Apache\_HeavyMachineGun  
 Ammo\_APc\_M60MG\_Player  
 Ammo\_Buggy\_M60MG\_Player  
 Ammo\_Comanche\_HeavyMachineGun  
 Ammo\_Comanche\_Rocket\_Ai  
 Ammo\_FlameTank\_Player  
 Ammo\_Gunboat\_Missile  
 Ammo\_Humm-Vee\_M60MG\_Player  
 Ammo\_LightTank\_Cannon\_Player  
 Ammo\_MammothTank\_Cannon\_Player  
 Ammo\_MammothTank\_Rocket\_Player  
 Ammo\_MediumTank\_Cannon\_Player  
 Ammo\_MobileArtillery\_Player  
 Ammo\_MRls\_Player  
 Ammo\_Orca\_Rocket\_Ai  
 Ammo\_ReconBike\_Rocket\_Player  
 Ammo\_Ssm\_Player  
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