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Subject: Use weapons with the LE walk-through character

Posted by [Veyrdite](#) on Sat, 28 Mar 2009 05:48:49 GMT

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While in LE, edit the Walk-thru preset under Objects->Soldiers and change the secondary and primary weapons. Now go into walk through-mode (F8) and enjoy!

Note that the projectiles do no damage and they will stay on the map until you re-load it. Slow-projectiles (eg rockets), c4 and nukes freeze in mid-air. Some projectiles only show up when you fire in first-person mode.

You can actually paint decals onto maps and export them into renegade. The decals wont show up in LE but they will ingame, however how many appear is determined by the user's ren quality settings and they will disappear when you create your own bullet-holes.

One question for the W3D gurus - when pressing alt-fire (right-click) the 'C4 mode' changes between 1,2 and 3. What does this mean exactly?

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### File Attachments

1) [le\\_walk-thru.jpg](#), downloaded 549 times

