
Subject: Drop Beacon Tutorial

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

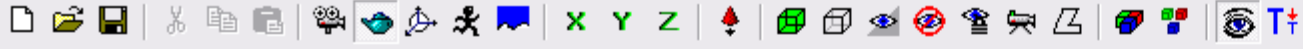
[View Forum Message](#) <> [Reply to Message](#)

Well here it is...

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

File Attachments

1) [1.PNG](#), downloaded 476 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.

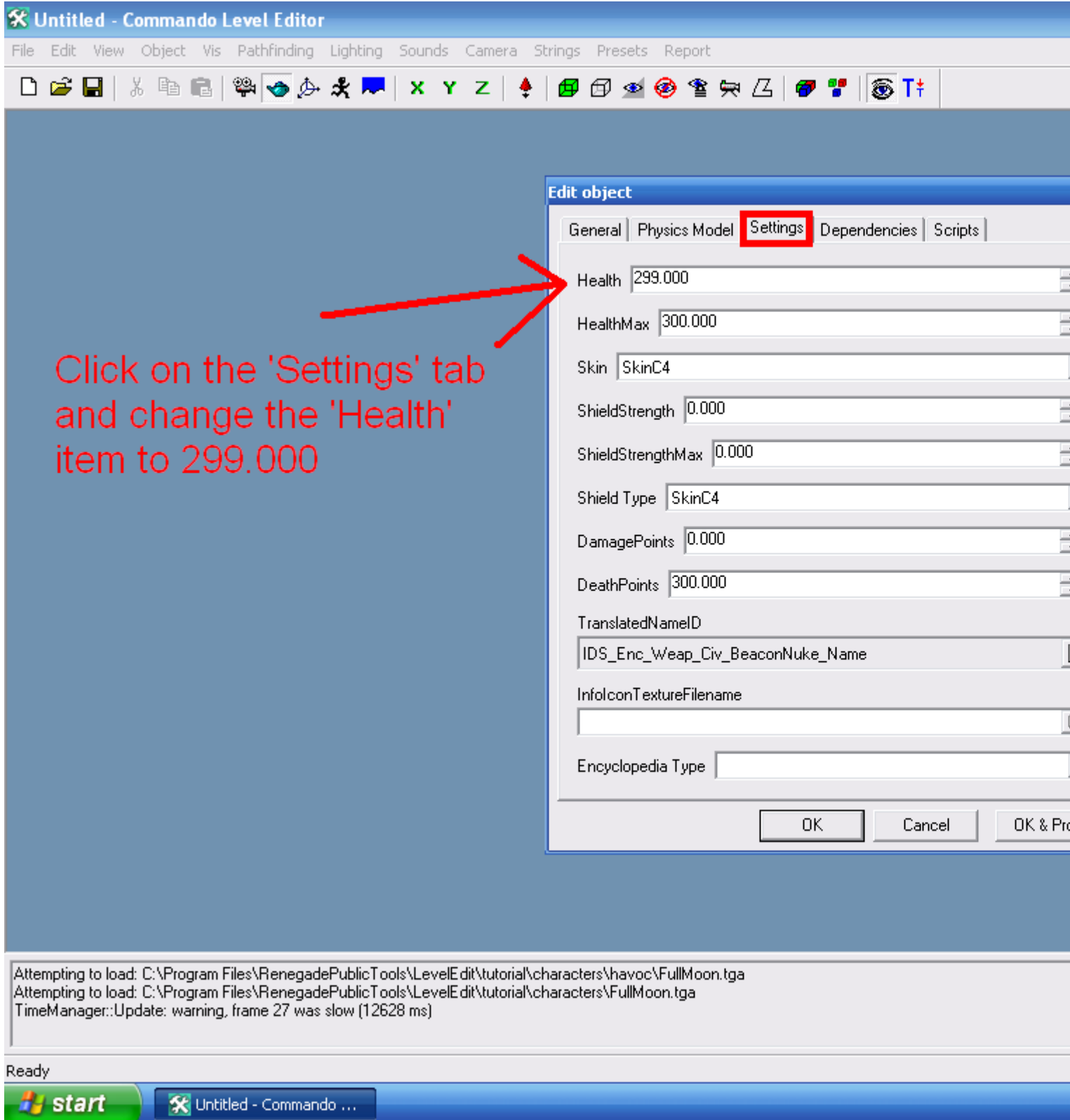
However if you would like this for GDI then expand the tree named 'Ion Cannon' and Modify the 'CnC_IONCannon_Strike' or something like that.

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)

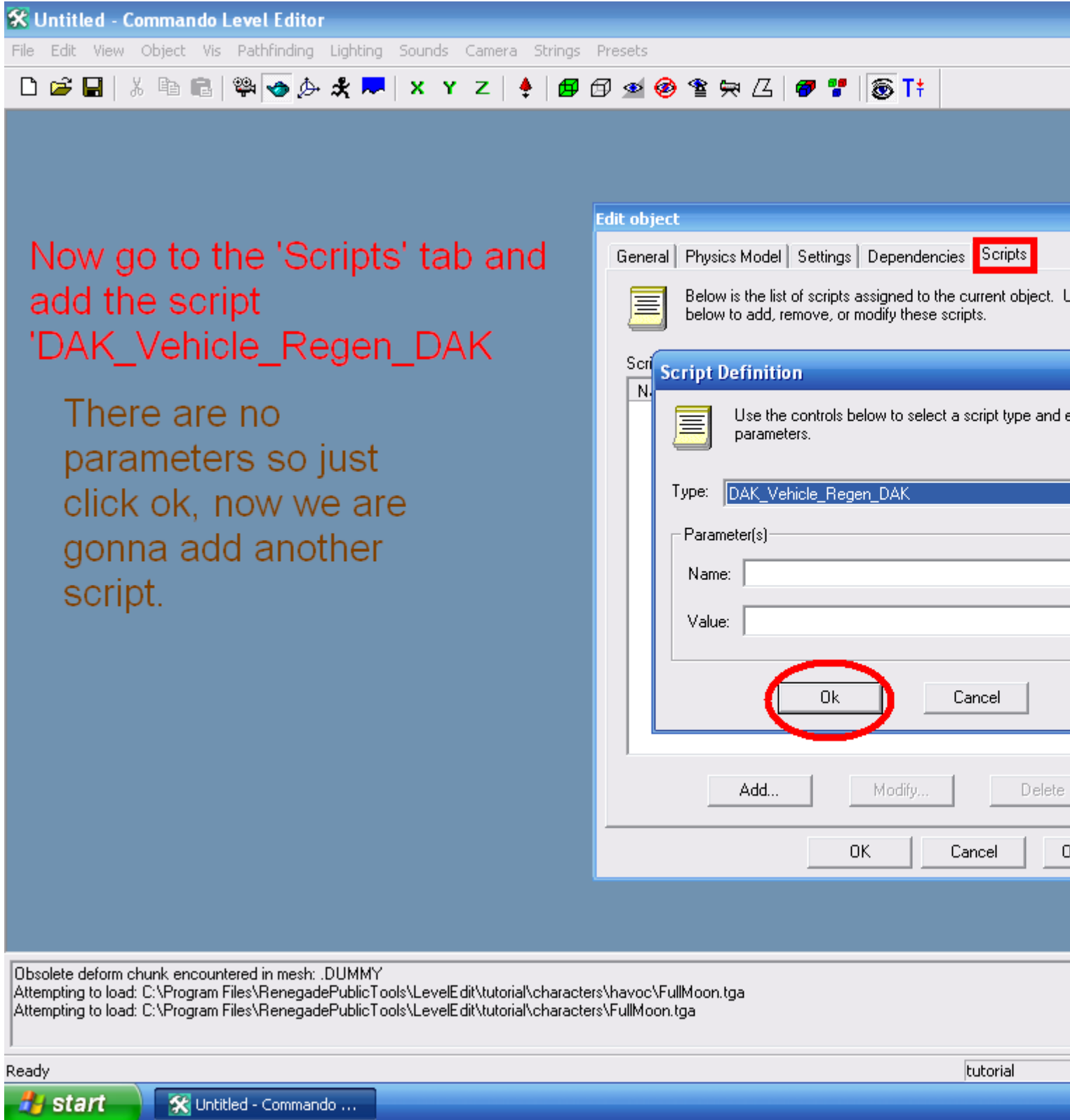
Ready



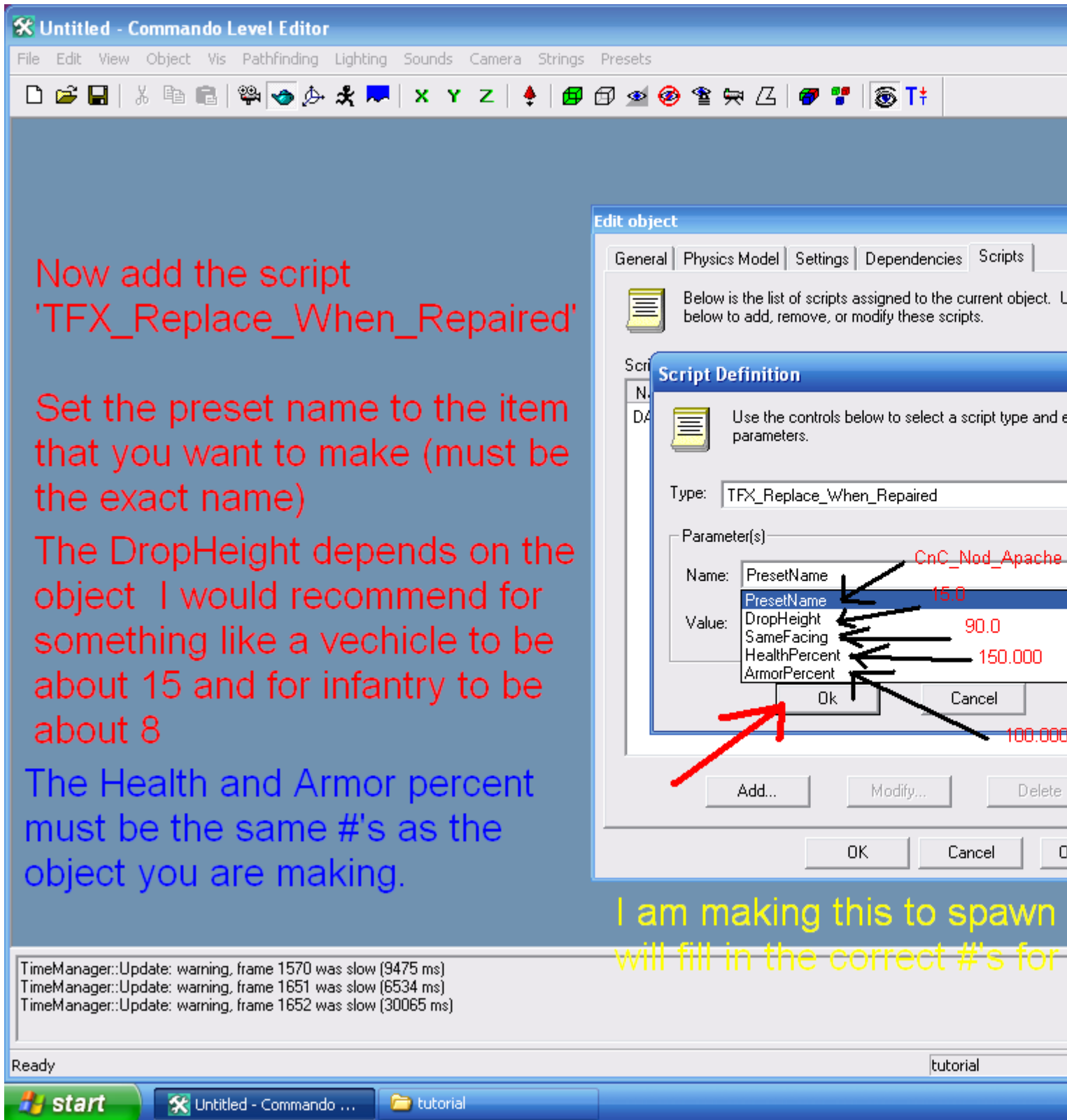
2) [2.PNG](#), downloaded 466 times



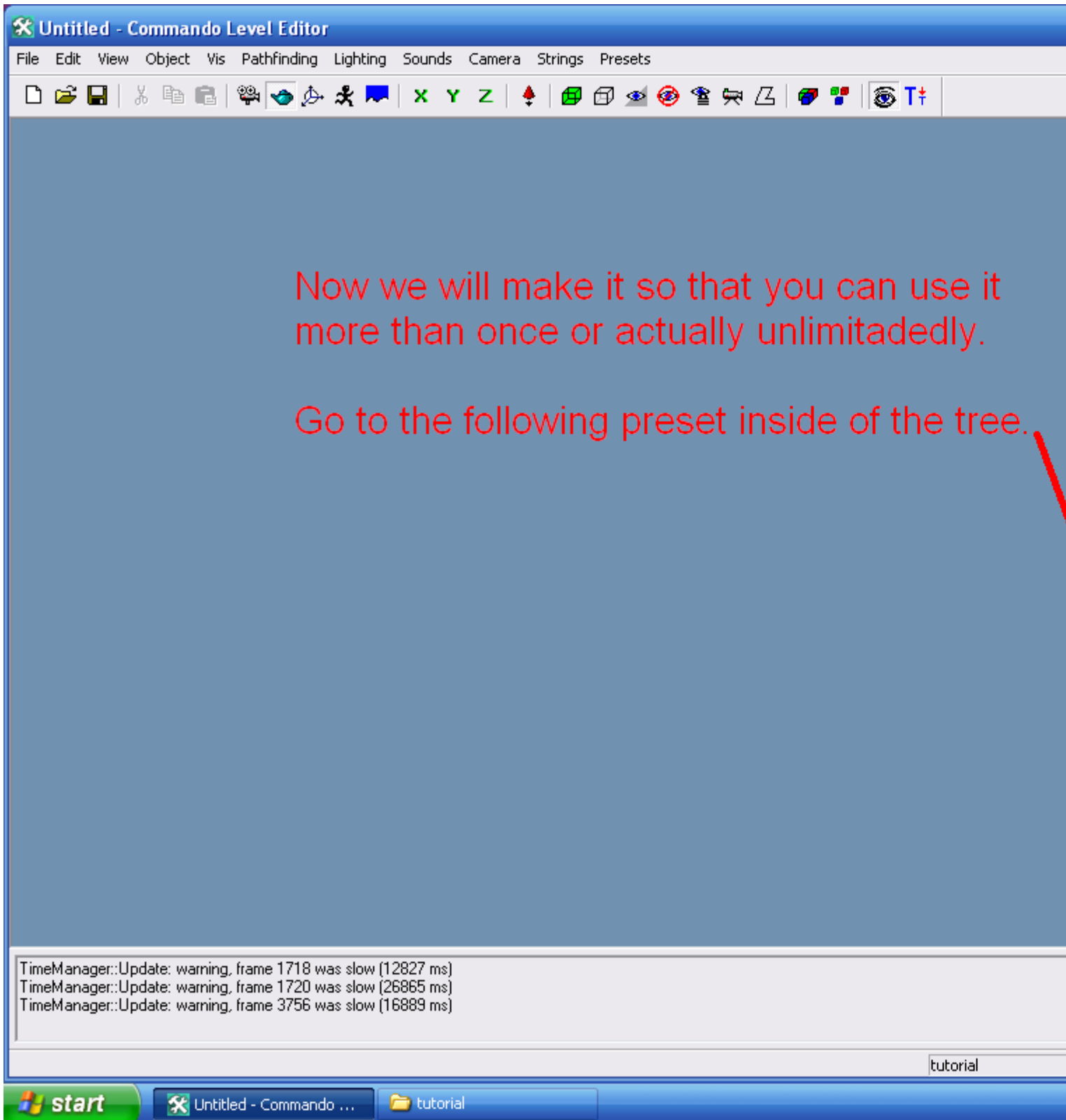
3) 3.PNG, downloaded 475 times



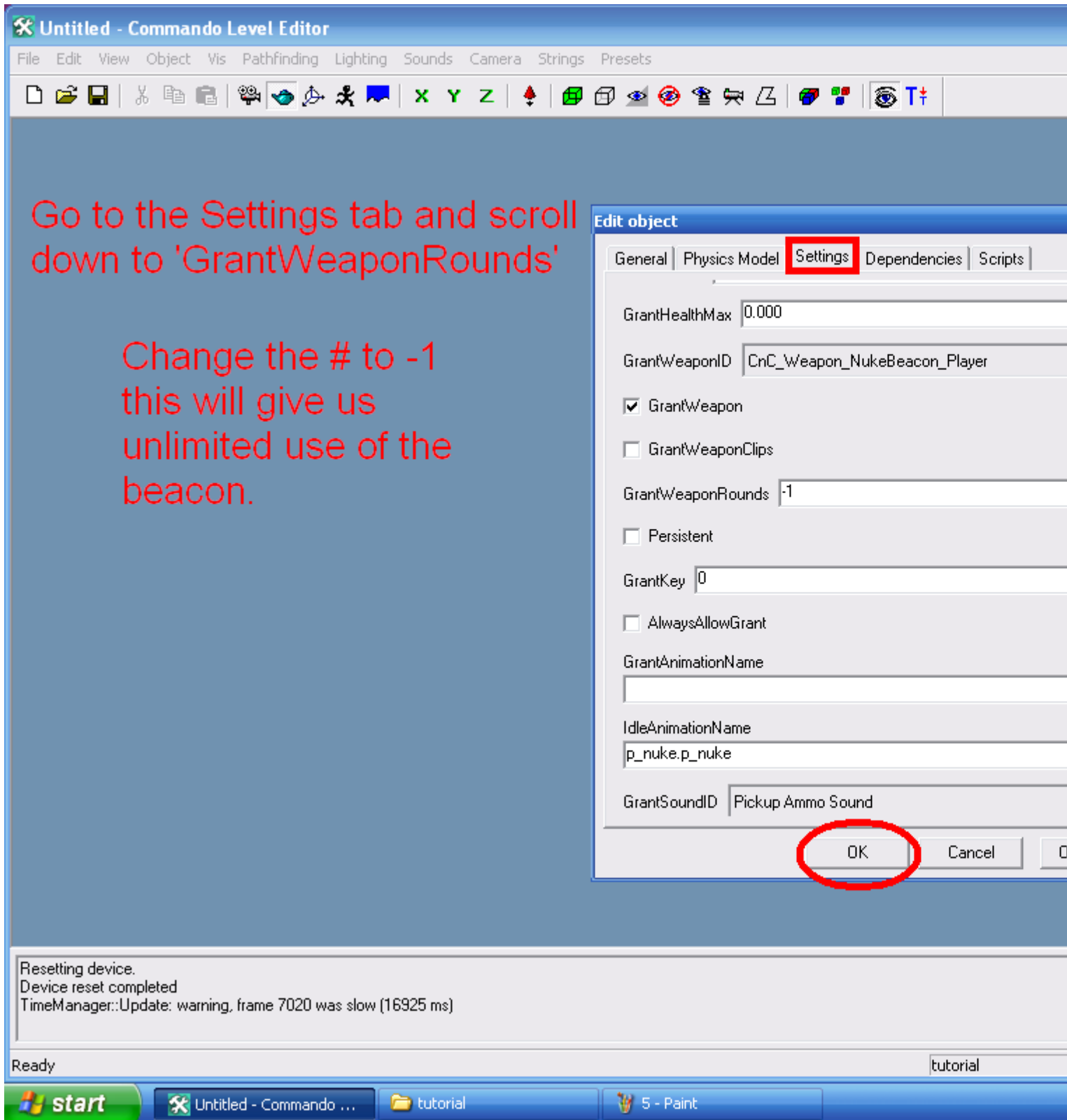
4) [4.PNG](#), downloaded 469 times



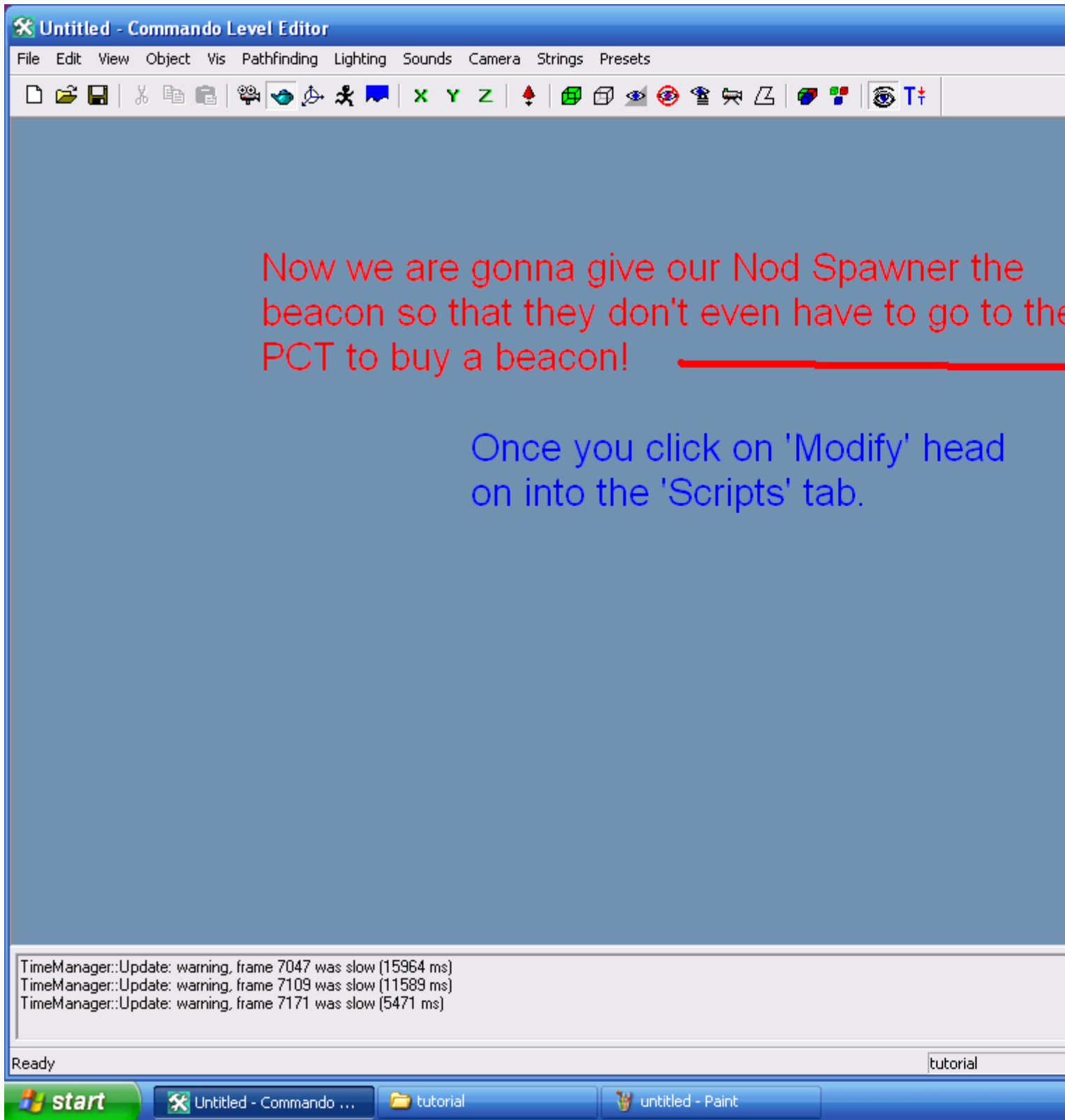
5) 5.PNG, downloaded 459 times



6) [6.PNG](#), downloaded 471 times



7) 7.PNG, downloaded 447 times



8) [8.PNG](#), downloaded 455 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets

Add the script
'M00_GrantPowerup_Created'
and then put the exact name for
the parameter. Should be
'CnC_POW_Nuclear_Missile_B
eacon'

Now once everything should be
set, exit the program and it
should give you a dialouge
asking you if you want to save
the presets library.

TimeManager::Update: warning, frame 7240 was slow (16819 ms)
TimeManager::Update: warning, frame 7255 was slow (13526 ms)
TimeManager::Update: warning, frame 7266 was slow (9374 ms)

Ready tutorial

start Untitled - Commando ... tutorial untitled - Paint

Edit object

General Physics Model Settings Dependencies Scripts Dial

Below is the list of scripts assigned to the current object. Use the buttons below to add, remove, or modify these scripts.

Scripts:

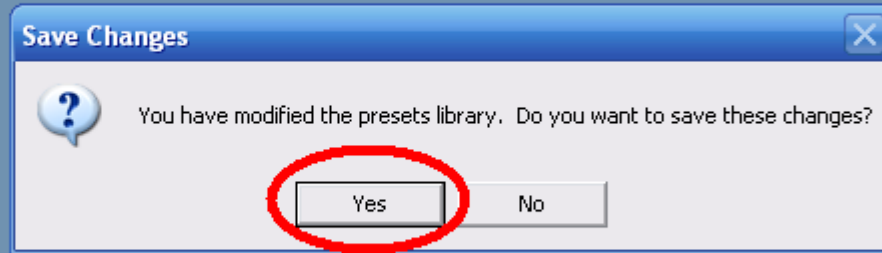
Name	Params
M00_GrantPowerup_Created	POW_Pistol_Player
M00_GrantPowerup_Created	CnC_POW_MineTimed_Player_0
M00_GrantPowerup_Created	CnC_POW_Nuclear_Missile_Beacon

Add... Modify... Delete

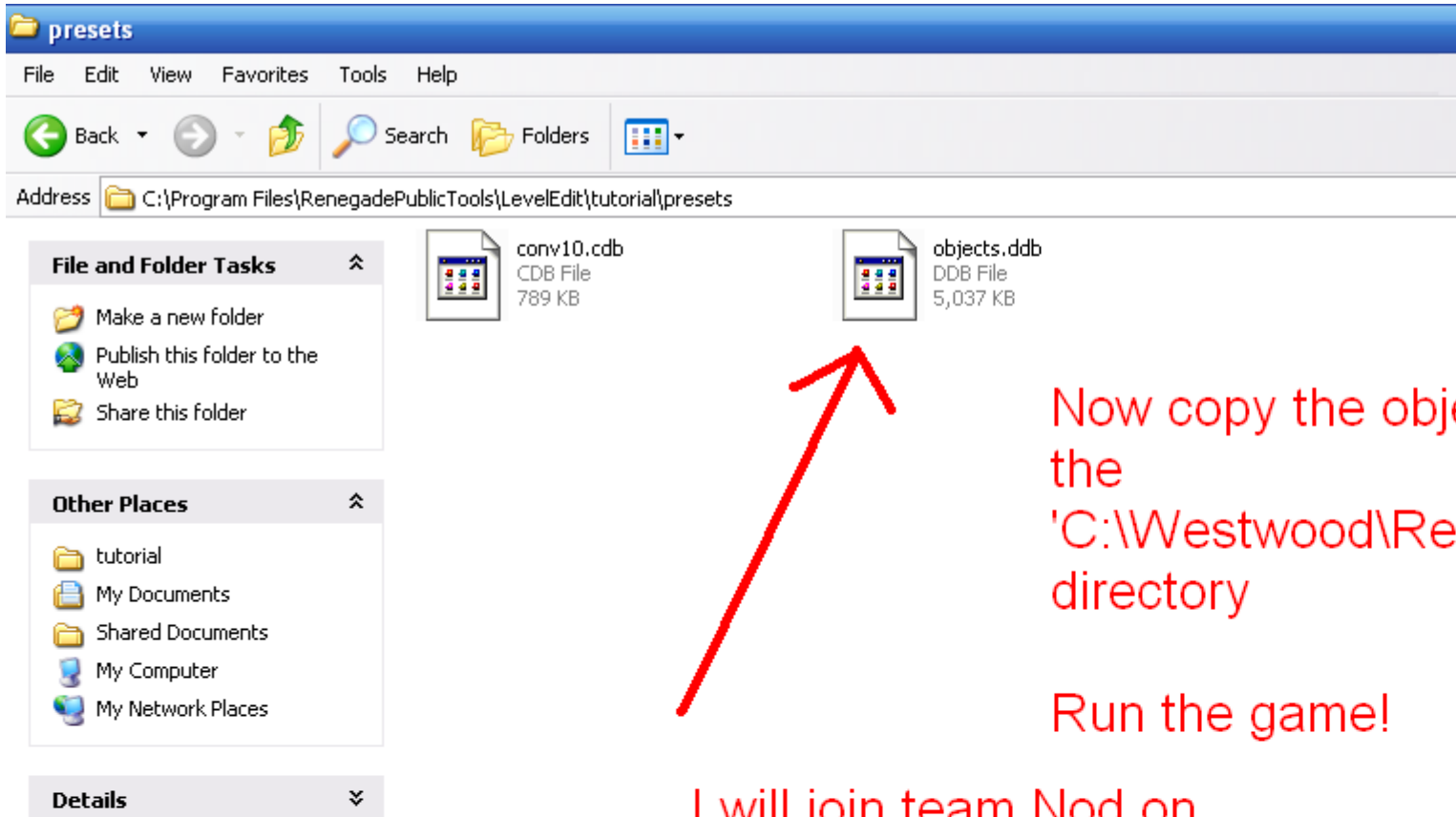
OK Cancel

9) 9.PNG, downloaded 457 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 469 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.

