
Subject: Need help with leveledit

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

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

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?

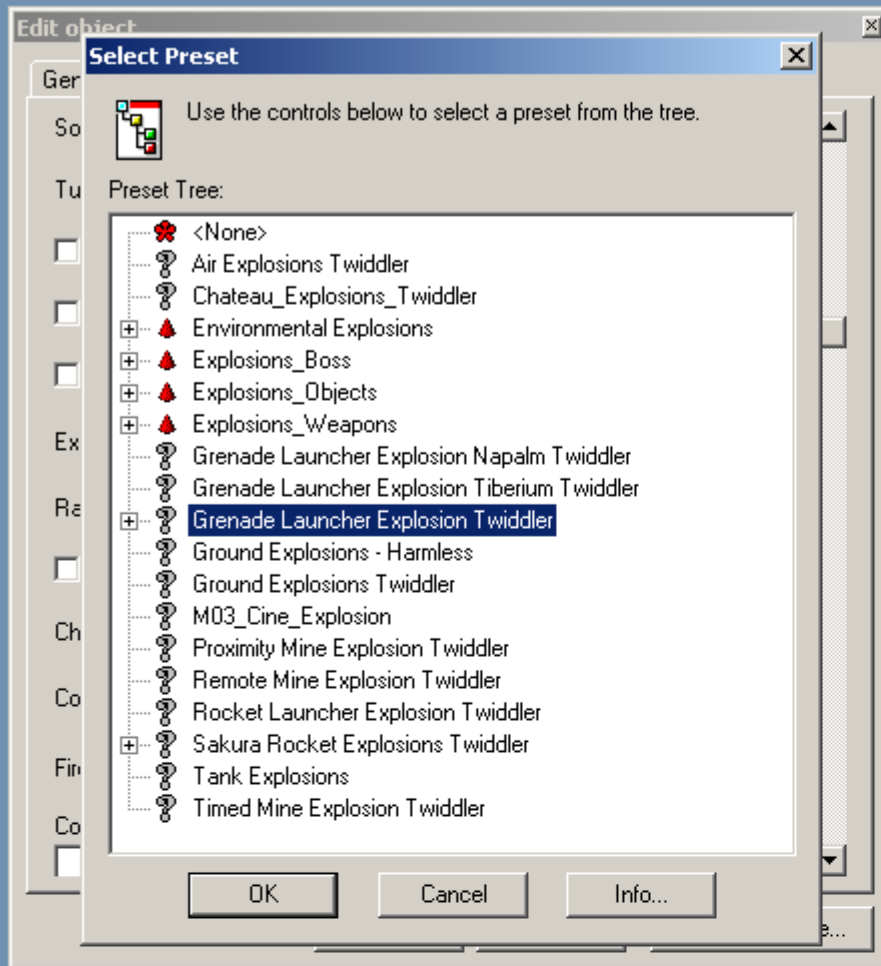
Look at my screen shot so you see what i mean.

Thx

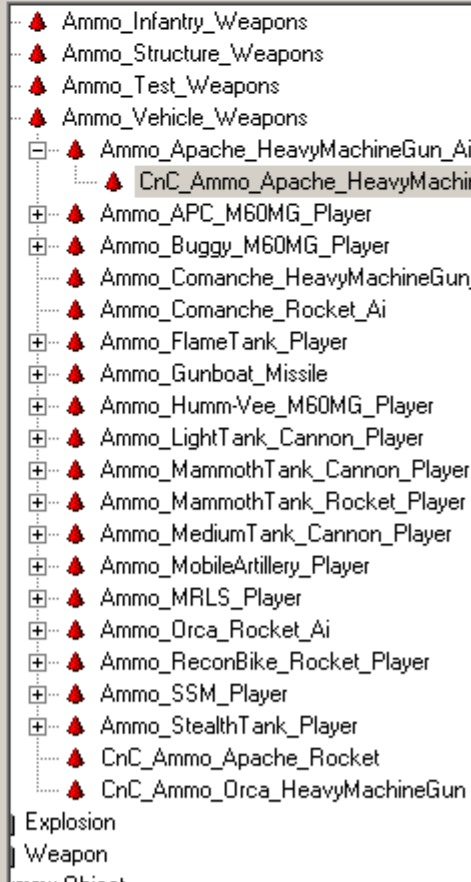
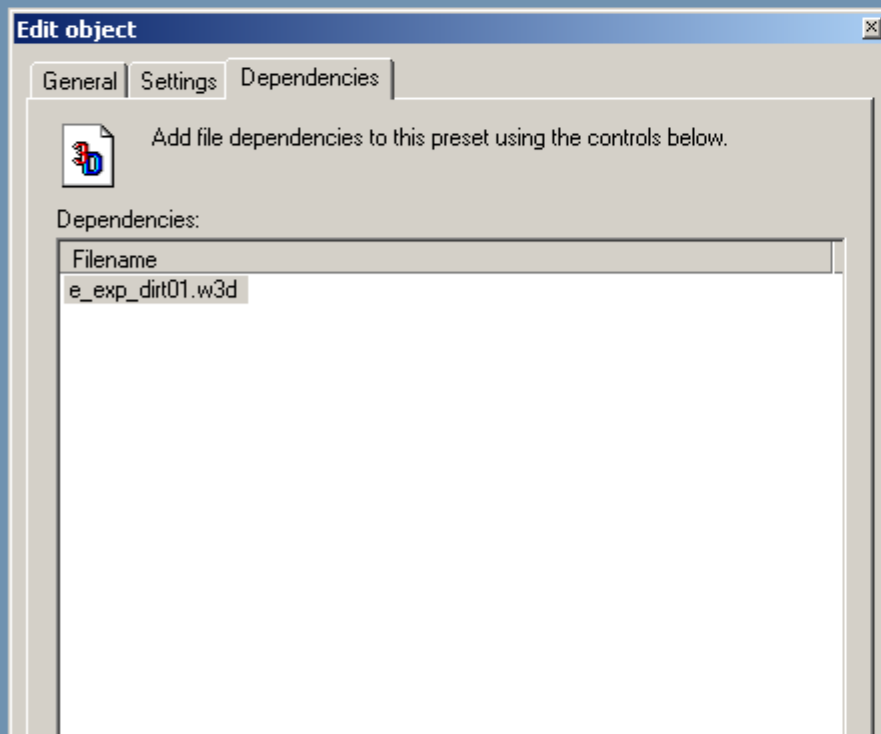
File Attachments

1) [Screenshot.PNG](#), downloaded 287 times

1



2



Subject: Re: Need help with leveledit
Posted by [Omar007](#) on Wed, 08 Oct 2008 20:22:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

If it's for a MIX map you should TEMP it to the presets in LE

If it is a ModPackage (PKG) you could ADD it to the presets in LE

I'll give you detail on that if you need later. Don't have time now
