
Subject: Nuke

Posted by [ErroR](#) on Wed, 04 Mar 2009 13:09:05 GMT

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

How do i replace the nuke? i don't understand.. i made the animation and replaced nuke_missile.w3d but ingame it's the same. even xg_<nukesomething>.w3d shows my nuke..

Subject: Re: Nuke

Posted by [Jerad2142](#) on Wed, 04 Mar 2009 14:33:45 GMT

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

ErroR wrote on Wed, 04 March 2009 06:09How do i replace the nuke? i don't understand.. i made the animation and replaced nuke_missile.w3d but ingame it's the same. even xg_<nukesomething>.w3d shows my nuke..

When it comes to replacing the nuke you have to make sure that your not just replacing the nuke down animation. If its not showing ANY nuke then you probably need to make sure your nuke has the same bones as the original, as I'm pretty sure that the original nuke has a separate animation, and if not I'd have to look into this more my self.

Subject: Re: Nuke

Posted by [rrutk](#) on Wed, 04 Mar 2009 22:34:45 GMT

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

the nuke explosion consists of the explosion itself, the pre-cinematic-animation and the post-cinematic animation.

Just follow in Leveledit the logical sequence from the purchase of the beacon to the explosion itself over all the steps to understand the way it works.

Subject: Re: Nuke

Posted by [Jerad2142](#) on Wed, 04 Mar 2009 22:36:08 GMT

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

rrutk wrote on Wed, 04 March 2009 15:34the nuke explosion consists of the explosion itself, the pre-cinematic-animation and the post-cinematic animation.

facepalms and gets a pic to upload

Subject: Re: Nuke

Posted by [ErroR](#) on Wed, 04 Mar 2009 22:37:22 GMT

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

well, i didn't mean explosion, i mean the actual falling rocket

Subject: Re: Nuke

Posted by [rrutk](#) on Wed, 04 Mar 2009 22:37:58 GMT

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

Jerad Gray wrote on Wed, 04 March 2009 16:36rrutk wrote on Wed, 04 March 2009 15:34the nuke explosion consists of the explosion itself, the pre-cinematic-animation and the post-cinematic animation.

facepalms and gets a pic to upload

sorry, dont understand this.

Subject: Re: Nuke

Posted by [rrutk](#) on Wed, 04 Mar 2009 22:39:43 GMT

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

ErroR wrote on Wed, 04 March 2009 16:37well, i didn't mean explosion, i mean the actual falling rocket

not sure, but I guess, it's a boned cinematic animation, may be the pre-cinematic.
so jerad is right about the bone names.

Subject: Re: Nuke

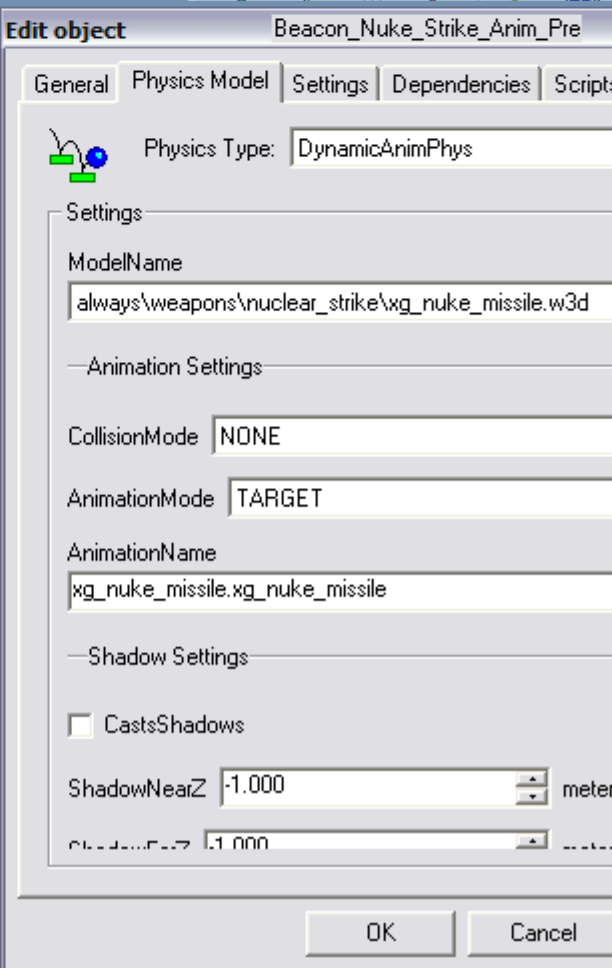
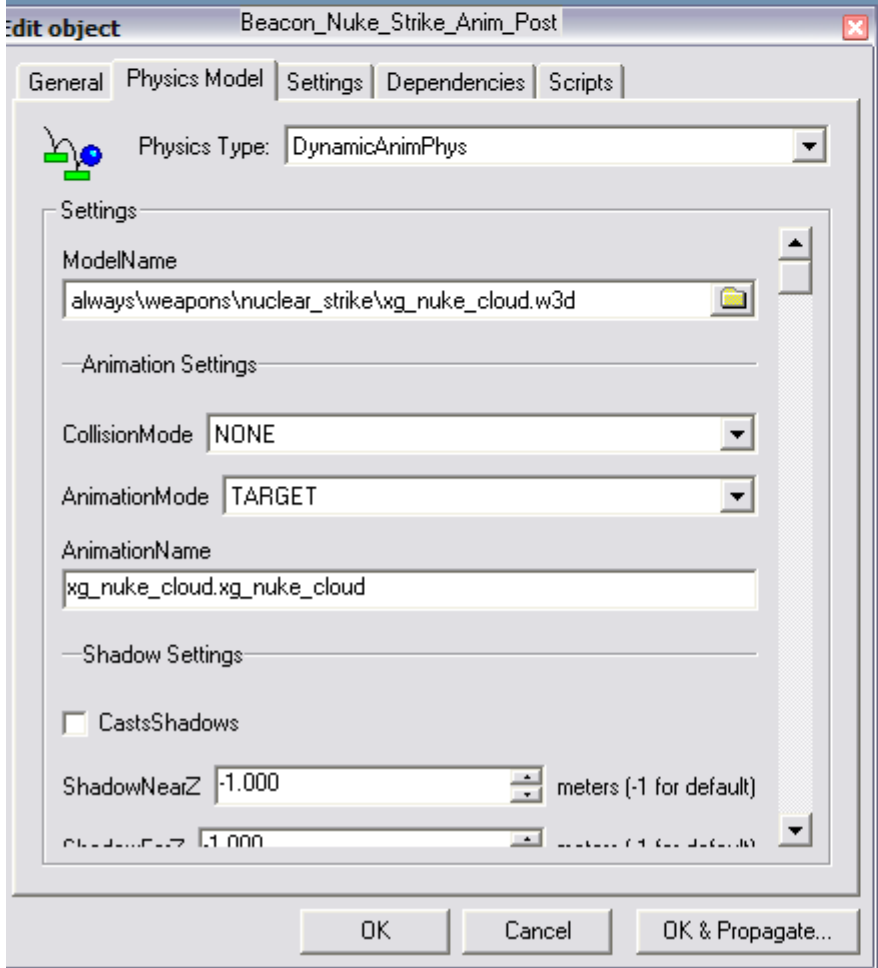
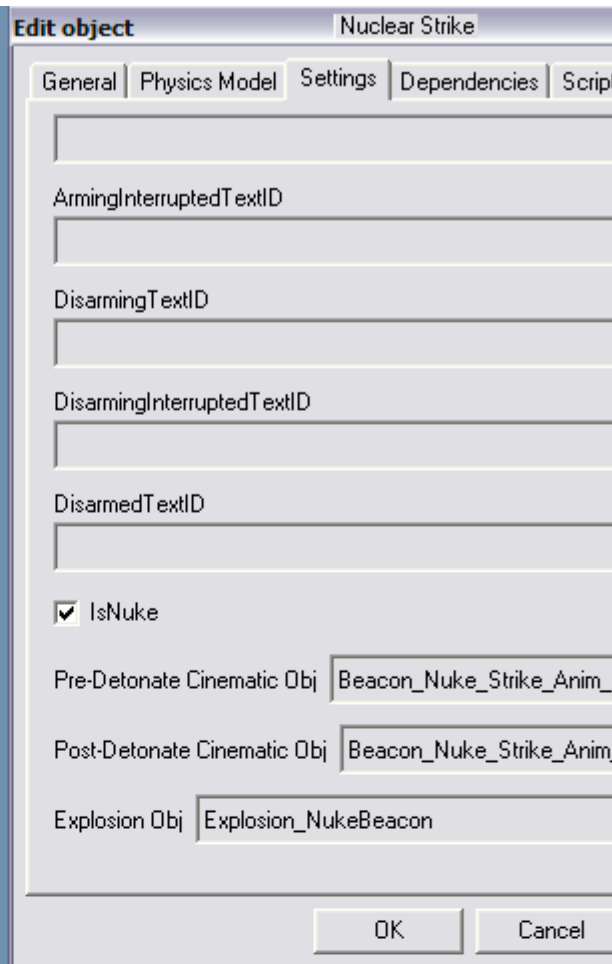
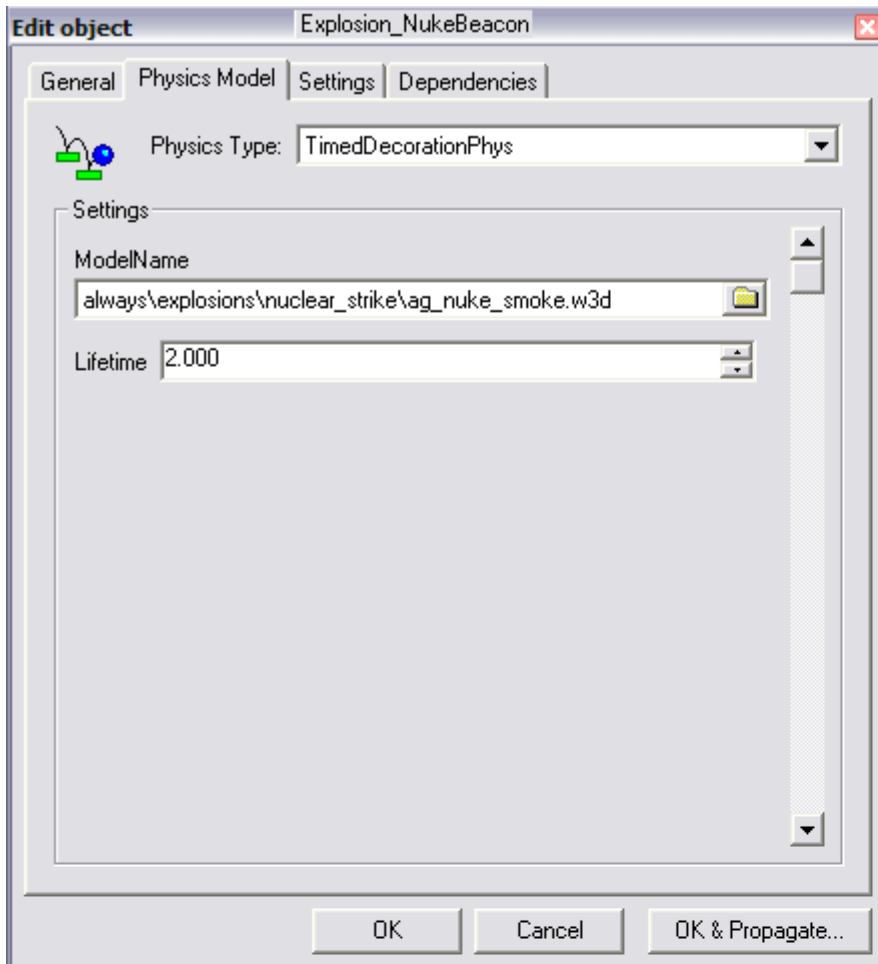
Posted by [Jerad2142](#) on Wed, 04 Mar 2009 22:49:56 GMT

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

There we go, no more confusion

File Attachments

1) [nuke.png](#), downloaded 573 times



Subject: Re: Nuke
Posted by [ErroR](#) on Wed, 04 Mar 2009 22:58:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

yay i replaced xg_nuke_missle.w3d and it works! thanks Jerad

Subject: Re: Nuke
Posted by [Jerad2142](#) on Wed, 04 Mar 2009 23:52:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Wed, 04 March 2009 15:58yay i replaced xg_nuke_missle.w3d and it works!
thanks Jerad
Good to hear
