

## WALLFLOWER FX PACK (by windblown).

This pack contains 3 FXs to represent Wallflower's powers:

### Installation steps:

- 1.- Unzip the file onto your computer.
- 2.- Place the .nifs folders into the generic folder (\Freedom Force vs The 3<sup>rd</sup> Reich\Data\Art\library\fx\generic\).
- 3.- Place the .dds files into the \_textures folder (\Freedom Force vs The 3<sup>rd</sup> Reich\Data\Art\library\fx\\_textures\).
- 4.- Open FFedit.
- 5.- Go to the fx tab and select new.
- 6.- Type in the appropriate name for the fx:

<b>Wallflower pheromones</b>	<b>Wallflower love pheromones</b>	<b>Wallflower pheromone cloud</b>
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- 7.- Select the appropriate "Nif base" for the fx:

library\fx\generic\Wallflower pheromones	library\fx\generic\Wallflower love pheromones	library\fx\generic\Wallflower pheromone cloud
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- 8.- Select the appropriate Attack type and subtype for the fx

Attack type: Projectile Attack Sub type: ranged	Attack type: Projectile Attack Sub type: ranged	Attack type: Projectile Attack Sub type: cone
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- 9.- Select the appropriate node attachment points for the fx:

Start: centre Launch: centre Core: centre End: centre	Start: centre Launch: centre Core: centre End: centre	Start: Bip01 R Hand Launch: Bip01 R Hand Core: Bip01 R Hand End: centre
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- 10.- Save the fx and it's done.

\* To change the effect shown with the 'Pheromone Field' attribute you must create a new effect at the Resources tab in FFedit with the wallflower\_effect folder. Then select this new effect as the Character FX at the FFX Control Centre.