

HALO 2 HACKS™

*Tips & Tools for
Finishing the Flight*



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HACK #67 Change Grenade Explosions

Turn up the force associated with grenades.

This hack allows you to alter the properties of grenades to give them a different explosion effect. In this example, you will change the frag grenade so that its explosion looks more like a plasma explosion.

To do this, open up your map in DotHalo [Hack #52] and navigate to the [proj] tags in the Tags windows. The tag to look for is *objects\weapons\grenade\frag_grenade\frag_grenade* (see Figure 7-28).

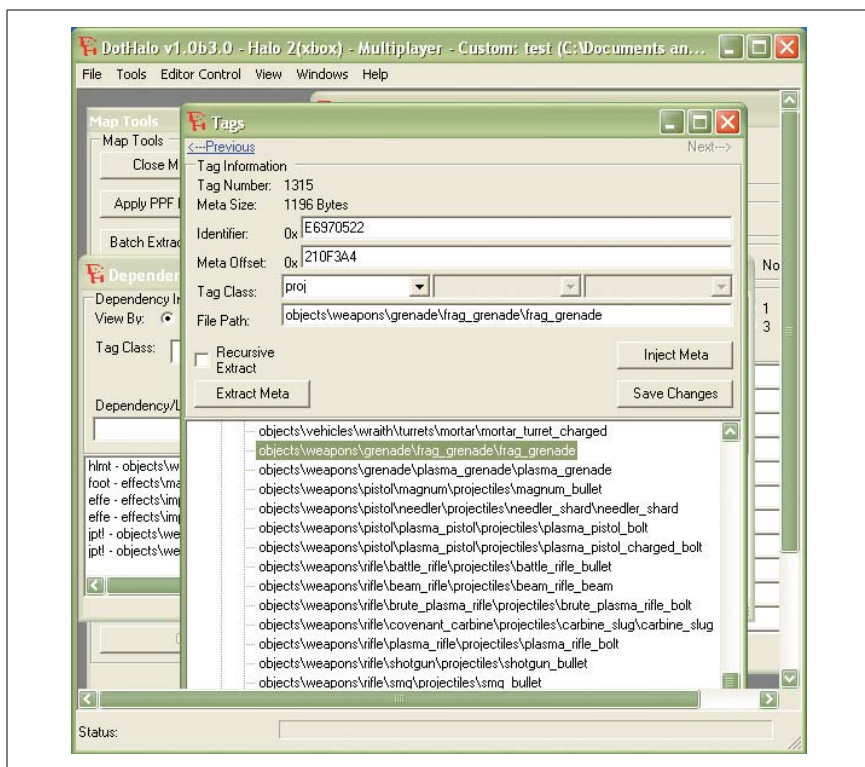


Figure 7-28. Locating the grenade tag

Next, go to the dependencies window and swap some of the dependencies for the frag grenade. Swap the *foot* reference to *effects\materials\objects\weapons\plasma_grenade* and both *effe* tags to *effects\impact\explosion_small\plasma_grenade\airborne_detonation* (Figure 7-29).

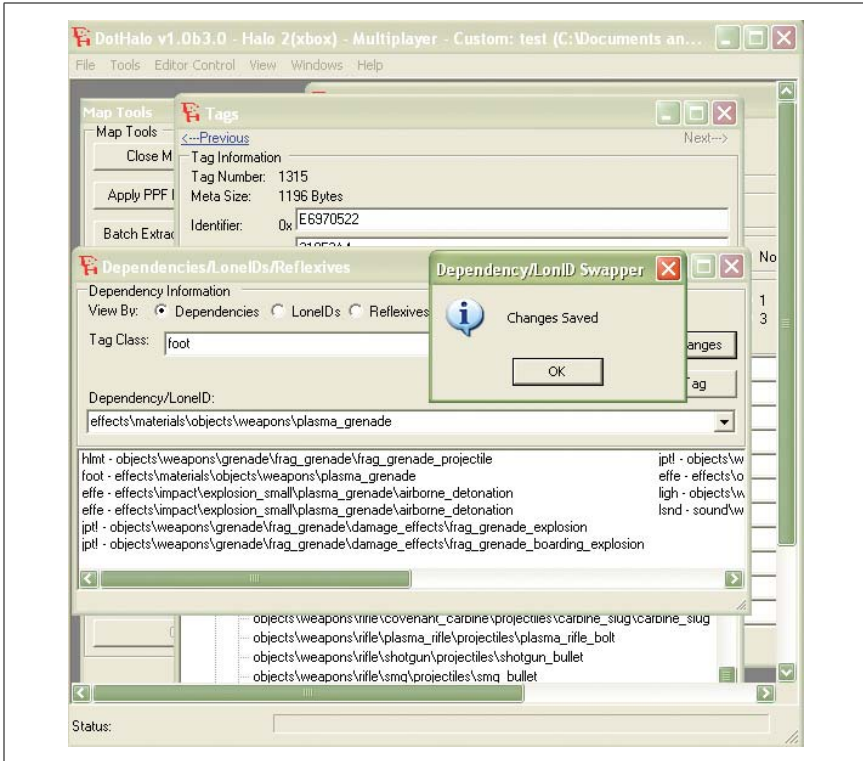


Figure 7-29. Swapping the grenade dependency

After you have made the change, sign your map [Hack #53] and then FTP it to your Xbox [Hack #54].

Your frag grenades will now glow when they explode (see Figure 7-30). Changes such as this are used every day by modders so that they can create new effects for their modded maps [Hack #100].



Figure 7-30. A brand new grenade