NEWOBJECTS4 A TPTPT MOD

a mod for **SEVERANCE** BLADE OF DARKNESS

Version 1.4 NewObjects4 Mod - Ebrower add objects

OBJARCO

< Blowpipe >

SEE OBJECT PICTURE

type: < OBJBOW >

Last Pow: New Pow: < 600 >

Last Res: New RES: < -100 >

Last ThrowMult: New ThrowMult: < 2.3 >

STRAIGH   New ThrowType: < THRSTRAIGHT >

ARCO STRING OPTION

CREATE

CREATE Itemtypes

TPsaveitemtypes2

ADD IN FILES

RESTART CASA

BACK

---

1 Start NewObjects4 Mod and select CREATE OBJARCO in menu1

2 select Blowpipe

3 select 600 New Pow

4 select -100 New RES

5 select 2.3 New ThrowMult

6 select THRSTRAIGHT New ThrowType

7 Select Arco string option and Press ENTER Key to open the STRING MENU

NEWOBJECTs4 A TPTPT MOD

a mod for SEVERANCE BLADE OF DARKNESS

STRING BOW OPTIONS

Last Color:O   New stringOUTERGlowcolor(--,O,O) : <O>

Last Color:O   New stringOUTERGlowcolor2(O,--,O) : <O>

Last Color:O   New stringOUTERGlowcolor3(O,O,--) : <O>

8 Select the same number like this

Last Color:O   New stringINNERGlowcolor(--,O,O) <O>

Last Color:O   New stringINNERGlowcolor2(O,--,O) : <O>

Last Color:O   New stringINNERGlowcolor3(O,O,--) : <O>

9 Select the same number like this if you want have invible string
But if you want see the String like standard bows select 10 , 10 , 10

<O>

Last Color:10   New stringCOREGlowcolor2(O,--,O) : <O>

Last Color:10   New stringCOREGlowcolor3(O,O,--) : <O>

Last stringDamage:O   New stringDamage : <O>

Last Amplitude:2   New stringMaxAmplitude: < 2 >

10 Select the same number like this (for standard bows) and press
Back Key

<O>

Last Sections:1   New stringSimpleSections: <1>

BACK

NEWOBJECTS4 A TPTPT MOD

a mod for **SEVERANCE** BLADE OF DARKNESS

Version 1.4 NewObjects4 Mod - Ebrower add objects

OBJARCO

< Blowpipe >

SEE OBJECT PICTURE

type: < OBJBOW >

Last Pow:10   New Pow: < 600 >

Last Res:-150   New RES: < -100 >

Last ThrowMult: 3.5   New ThrowMult: < 2.3 >

Last ThrowType: THRSTRAIGHT   New ThrowType: < THRSTRAIGHT >

ARCO STRING OPTION

11 Now Press ENTER KEY
in 1 on Create
in 2 on Create itemtypes
in 3 on TPsaveItemtypes2
in 4 on ADD in Files
in 5 on BACK

CREATE

CREATE Itemtypes

TPsaveItemtypes2

ADD IN FILES

RESTART CASA

BACK

NEWOBJECTS4 A TPTPT MOD

a mod for **SEVERANCE** BLADE OF DARKNESS

Version 1.4 NewObjects4 Mod - Ebuower add objects

OBJARROW

< Flechapipe >

SEE OBJECT PICTURE

type: < OBJARROW >

Last Pow: New Pow: < 150 >

Last Res:-5 New Res: < -150 >

Last ThrowMult New ThrowMult: < 1.0 >

RAIGHT New ThrowT < THRSTRAIGHT >

New Option: < none >

CREATE

ADD IN FILES

RESTART CASA

BACK

12 Select CREATE OBJARROW in menu1

13 select Flechapipe

14 select 150 New Pow

15 select -150 New RES

16 select 1.0 New ThrowMult

17 select THRSTRAIGHT New ThrowType

18 select none in new option

19 Now Press ENTER KEY
in 1 on Create
in 2 on ADD in Files
in 3 on Restart Casa if you
don't do it you will not find
the flechapipe in the quiver
create menu

NEWOBJECTS4 A TPTPT MOD

a mod for **SEVERANCE** BLADE OF DARKNESS

Version 1.4 NewObjects4 Mod - Ebrower add objects

OBJQUIVER

< Carcajpipe >

SEE OBJECT PICTURE

< OBJQUIVER >

Last NUMBER:10   New NUMBER OF ARROW < 450 >

< Flechapipe >

CREATE

CREATE Itemtypes

TPsaveItemtypes2

ADD IN FILES

RESTART CASA

BACK

20 Start NewObjects4 Mod and select CREATE OBJQUIVER in menu1

21 select Carcajpipe

22 select the quantitie of arrows you want in the quiver

23 select Flechapipe it the type of flecha you will have in this quiver

24 Now Press ENTER KEY
in 1 on Create
in 2 on Create itemtypes
in 3 on TPsaveItemtypes2
in 4 on ADD in Files
in 5 on on Restart Casa

BAGNAC MOD A TPTPTMOD

a mod for SEVERANCE BLADE OF DARKNESS

Version 1.4 A Tptpt MOD

< Alhana >

START

BACK

BAGNAC MOD A TPTPTMOD

a mod for SEVERANCE BLADE OF DARKNESS

Version 1.4 A Tptpt MOD

< Blowpipe >

START

BACK

BAGNAC MOD A TPTPTMOD

27 Select QUIVER in menu1 and Choose a Carcajpipe and START

< Carcajpipe >

START

BACK

Flechapipes
446/450