
Subject: Re: Ice flame

Posted by [EA-DamageEverything](#) on Thu, 05 Jan 2006 19:55:30 GMT

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So you changed the Flame. I have 2 questions about this. I've DLed it now and will have a look later.

Are the w3d files RG approved?

And what about the Explosion anims? I have had a file (e_master01.dds or similar) which changed the flame too (Tank and Troop), but while using this file I didn't see any Explosions. My flamer had a purple flame and everytime it was blown up it still blew up without any fire animation.

Do your files ONLY change the Flametanks flames?
