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Subject: Re: How would i go about making a flash bang?

Posted by [rm5248](#) on Mon, 15 May 2006 23:05:45 GMT

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I'm not sure if it's possible, but it might work if you somehow made a script that changed the client's screen go white for a second or two that would execute when the grenade was thrown. Obviously, it would only go white for the people in the immediate area.

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