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Subject: Re: Water?

Posted by [BlueThen](#) on Thu, 07 Dec 2006 21:35:04 GMT

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crazfulla wrote on Thu, 07 December 2006 02:55make an explosion anim, and script it to play the anim where the player is located when they enter a scriptzone. no idea what scripts to use tho.

Use the ion thingy affect.

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