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Subject: Muzzle Flash

Posted by [SomeRhino](#) on Fri, 13 Jun 2003 04:07:55 GMT

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Does anyone know how to get a muzzle flash working? I can't seem to figure out Westwood's method for implementing this. I've tried boning a muzzleflash01 to the muzzleA0 bone, but it doesn't flash. Also, it seems that muzzle flashes for different vehicles are stored in separate W3Ds. If anyone has solved this puzzle, I would appreciate the information. Thanks.

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