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Subject: Re: Disable Animations`?

Posted by [Jerad2142](#) on Tue, 12 Jun 2007 08:07:05 GMT

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All I would do is replace the hover crafts emitter with a blank emitter to get rid of the water effect then you don't have to bring it into renx, or change the model at all. Second damage points are changeable in the "settings" tab.

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