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Subject: 2 Questions

Posted by [R315r4z0r](#) on Fri, 07 Sep 2007 00:38:14 GMT

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First question:

How come when you look from certain angles, smoke and emitters tend to disappear? It makes it hard to place them, and looks really bad in game. Is this an engine glitch? Can I fix it?

Second question:

How do I make SAM Site destruction shells? Like in single player. When you destroy a SAM site, it would explode, flip up, and thats it. It doesn't disappear. How do I do that?

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