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Subject: Projectile animations

Posted by [IRON FART](#) on Sun, 02 Nov 2003 07:51:57 GMT

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Quote:

Sure, why not?

Because gmax is stripped down to fundamentals.

You can add emmitters, and things like that, but the actual creation of emmitters (smoke effects, or fire, you name it) are created with 3dsmax. I don't explain in detail tho. It will be a waste of time at this stage.

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