
Subject: Explosion Effects...

Posted by [Sn1per XL](#) on Fri, 28 May 2004 19:48:21 GMT

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I think ya should just open one of the explosions in W3d viewer and check out the settings. Here is the names of some... e_explode1.w3d e_explode2.w3d
just open those and study the settings it uses and remember to get the material (e_master.dds)
