Subject: Is there a way to reduce the emitter detail on Flame Tanks?
Posted by PermaGrin on Tue, 29 Jun 2004 22:19:28 GMT

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this is PURELY a GUESS. along the line of editing a model. find and extract the emitter you want to modify (the flamertank/thrower) > bring it into the w3d viewer and edit the "emission rate" (making the rate of which the flame textures are emitted) > save it > name it the same > and place in your data folder. **texture may need to be remapped**   once again...this is ONLY a GUESS.