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Subject: electricity effect

Posted by [Anonymous](#) on Thu, 21 Nov 2002 14:09:00 GMT

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how would i add a electricity effect like off a tesla coil useing gmax? emitters?

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Subject: electricity effect

Posted by [Anonymous](#) on Thu, 21 Nov 2002 14:17:00 GMT

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Probably a combination of linear offset, animation, alpha channels and things of that sort. Is this for our Ra2 mod? I can handle it if it is, I'd love to set up the Tesla Coil. [ November 21, 2002, 14:17: Message edited by: SomeRhino ]

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Subject: electricity effect

Posted by [Anonymous](#) on Thu, 21 Nov 2002 14:45:00 GMT

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ok.... i did not understand anything i lost u when u said quote:Probably a combination..... ok u canb do it. get on aim if ur not already

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