
Subject: Flametank Fire

Posted by [crysis992](#) on Fri, 27 Feb 2009 13:09:36 GMT

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<http://www.youtube.com/watch?v=0OZIF3qTtGc>

some comments would be nice =)
maybe i release it

Subject: Re: Flametank Fire

Posted by [JsxKeule](#) on Fri, 27 Feb 2009 13:37:03 GMT

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wow really nice GJ

Subject: Re: Flametank Fire

Posted by [Player](#) on Fri, 27 Feb 2009 13:40:50 GMT

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Yeh
Good job I like it

Subject: Re: Flametank Fire

Posted by [mrÅ£ÄŞÄ-z](#) on Fri, 27 Feb 2009 13:58:32 GMT

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Heh German Topic lol

Subject: Re: Flametank Fire

Posted by [ArtyWh0re](#) on Fri, 27 Feb 2009 15:10:13 GMT

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pretty cool dude

Subject: Re: Flametank Fire

Posted by [Jerad2142](#) on Fri, 27 Feb 2009 15:24:38 GMT

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Try and make the particles start closer together, it looks better toward the end but at the start it

looks dumb how its not really making a stream of flame.

Subject: Re: Flametank Fire

Posted by [JsxKeule](#) on Fri, 27 Feb 2009 15:24:42 GMT

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can you release it pls

Subject: Re: Flametank Fire

Posted by [ErroR](#) on Fri, 27 Feb 2009 15:24:52 GMT

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suggestion: make the emitter small at the start

Subject: Re: Flametank Fire

Posted by [IronWarrior](#) on Fri, 27 Feb 2009 16:23:11 GMT

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Very awesome.

I'm happy to get these on Game-Maps.NET right away if you send me a private message with the files/link to download.

I love flashly stuff like that.

Subject: Re: Flametank Fire

Posted by [Di3HardNL](#) on Fri, 27 Feb 2009 17:20:28 GMT

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nice work man

Subject: Re: Flametank Fire

Posted by [ErroR](#) on Fri, 27 Feb 2009 17:34:45 GMT

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Di3HardNL wrote on Fri, 27 February 2009 19:20 nice work man
official seal of aproval

Subject: Re: Flametank Fire
Posted by [Omar007](#) on Fri, 27 Feb 2009 22:57:32 GMT
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Very nice but i agree with what Jerad2142 said: Make the particles start a tad closer to eachother
[img=images/smiley_icons/bigups.gif]Big Ups[/img]

Subject: Re: Flametank Fire
Posted by [Lone0001](#) on Fri, 27 Feb 2009 23:17:33 GMT
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Very nice crisis

Subject: Re: Flametank Fire
Posted by [IronWarrior](#) on Sat, 28 Feb 2009 06:03:14 GMT
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Both are now added to Game-Maps.NET

Tiberium Flame Effect: <http://ren.game-maps.net/index.php?act=view&id=1363>

Fire Effect: <http://ren.game-maps.net/index.php?act=view&id=1362>
