
Subject: muzzle flash

Posted by [NACHO-ARG](#) on Fri, 17 Aug 2012 04:40:57 GMT

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hello ppl, i maded a new muzzle flash for the rifle but i cant find a way to export it properly, any ideas of how could be done?

Subject: Re: muzzle flash

Posted by [Gen_Blacky](#) on Sat, 18 Aug 2012 02:05:15 GMT

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look at renpuplictools help.

Subject: Re: muzzle flash

Posted by [NACHO-ARG](#) on Sat, 18 Aug 2012 08:52:48 GMT

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i did, but didnt find anything related to how to set up and export a custom muzzle flash so far

Subject: Re: muzzle flash

Posted by [danpaul88](#) on Tue, 21 Aug 2012 11:37:54 GMT

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As long as you export it with the same w3d filename as the original muzzle flash it will load your new one from the data folder. Nothing special to it really...

Subject: Re: muzzle flash

Posted by [NACHO-ARG](#) on Tue, 21 Aug 2012 13:58:39 GMT

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yea i found out what was i doing wrong, btw, any idea if it is posible to enable the bulletshell aniations and the eject bone for a weapon otter than the pistol? i mean with out LE work.
