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Subject: Muzzle Flash

Posted by [SomeRhino](#) on Fri, 13 Jun 2003 04:07:55 GMT

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Does anyone know how to get a muzzle flash working? I can't seem to figure out Westwood's method for implementing this. I've tried boning a muzzleflash01 to the muzzleA0 bone, but it doesn't flash. Also, it seems that muzzle flashes for different vehicles are stored in separate W3Ds. If anyone has solved this puzzle, I would appreciate the information. Thanks.

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Subject: Muzzle Flash

Posted by [Aircraftkiller](#) on Fri, 13 Jun 2003 04:36:39 GMT

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Okay, say you're doing the GDI Medium Tank... The muzzle flash W3D is called mz\_v\_gdi\_medtnk.w3d. You take the muzzle bone, hit the resize button, then hold down shift and resize it to be 50% smaller. It will make a clone of the mesh for you. Name it mz\_v\_gdi\_medtnk and uncheck the bone export. Check off Hide and Aggregate.

It should work, then. Make sure it's linked to the muzzle bone, and it'll be all set for you.

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Subject: Muzzle Flash

Posted by [SomeRhino](#) on Fri, 13 Jun 2003 05:02:06 GMT

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Works like a charm, thanks again Aircraftkiller. I would never have figured that out.

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Subject: Muzzle Flash

Posted by [Blazer](#) on Sat, 14 Jun 2003 03:01:00 GMT

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Thanks for that post Ack. I love when someone asks a difficult question and someone posts a very concise solution. That post should be added to a FAQ.

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Subject: Muzzle Flash

Posted by [maytridy](#) on Sat, 14 Jun 2003 03:24:04 GMT

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Ahhhhh.....so that's how you do it. Thanks Ack.

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Subject: Muzzle Flash

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Posted by [General Havoc](#) on Sat, 14 Jun 2003 09:59:49 GMT

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Yeah i'll add it to the FAQ by me and Stonerook. Also I will add the other post about the MRLS turrets and applying multiple UWV maps with different scales. Also I will probably add some of the scripts things I have posted into it as they are quite useful, although they may go in the "technology" page i'm working on. Look for the updates soon  
<http://generalhavoc.port5.com/tutorials/faq.htm>

\_General Havoc

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