Posted by Spice on Wed, 15 Sep 2004 19:34:25 GMT

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The flame in front of the Flame thrower is just a texture. You set it with the LinearOffset setting: UPerSec=5 , Like seaman said. It give's it a lively look to it. Just play around with the setting untill you get it the way you want it.

I would like to know how to make lights. I made a topic awhile back but nothign useful ever appeared. I want light's like on the com center in Aircraftkiller's C&C Mars.