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Subject: Re: Ice flame

Posted by [JeepRubi](#) on Thu, 05 Jan 2006 22:05:07 GMT

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EA-DamageEverything wrote on Thu, 05 January 2006 13:55So you changed the Flame. I have 2 questions about this. I've DLED it now and will have a look later.

Are the w3d files RG approved?

And what about the Explosion anims? I have had a file (e\_master01.dds or similar) which changed the flame too (Tank and Troop), but while using this file I didn't see any Explosions. My flamer had a purple flame and everytime it was blown up it still blew up without any fire animation.

Do your files ONLY change the Flametanks flames?

The w3d files are not rg approved.

I have not edited the explosions at all so they still work.

My files changer the skins for flamethrower and flametank, pt icons for both, firing is ice for both, they leave ice marks instead of scorch marks, the flamethrower canister is blue, the flames left by the flame tank and flamethrower is now blue mist.

And if you didnt noticed you asked 3 questions.

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