Subject: Flamethrower
Posted by YSLMuffins on Wed, 15 Sep 2004 19:23:09 GMT
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Quote:1) how do create a animated light like on the lazer chaingun of renegade or the Ion weapon of sydney... ?

Do you want to duplicate the effect exactly, or simply mimic the effect some other way?

Edit: If you want to duplicate the effect exactly, you just need to focus on the settings in Level Edit. The projectile must be instantaneous (velocity of 400 or whatever), and just simply specify a simple texture for the beam and mess around with the RGB values.

Not sure about the second one...