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Subject: How do I make projectiles.

Posted by [Oblivion165](#) on Fri, 21 Jan 2005 05:25:56 GMT

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Well to make a lazer beam (Lets say blue for prism) Make a long plane, check "two side" on w3d settings, apply a blue texture, on shader set it to "screen"

That should give you a nice lazer look. But its untested from me.

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