
Subject: Star Wars: Empire At War - Screenshots
Posted by [Moggio](#) on Tue, 25 Jan 2005 01:33:28 GMT
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AircraftkillerIt doesn't take that long to make a realistic looking explosion with emitters.

Whip it out chief. Post it here. And don't use a slick package from a 3D program to fake it either. Make your own propriety system with your own textures, pal. I love people who how it all works and how it all should look.

Yes... I am defending a game that is barely out there and not polished. It's like having someone come up and judge your food before it's cooked.
