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Subject: Re: Custom Explosion Woes

Posted by [danpaul88](#) on Sat, 10 Mar 2007 23:17:36 GMT

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Canadacd wrote on Sat, 10 March 2007 23:06No. This is not for server side, I'm not an idiot.

Yeah, after I posted I reread what you had put and realized you probably didnt mean server side

If your using jonwils modified LE .mix exporter you have to make sure the textures etc for the explosion are in the include files list, as it tends to not export anything which is not physically created on the map.

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